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MAGAZINE**

ADVANCED COMPUTER ENTERTAINMENT

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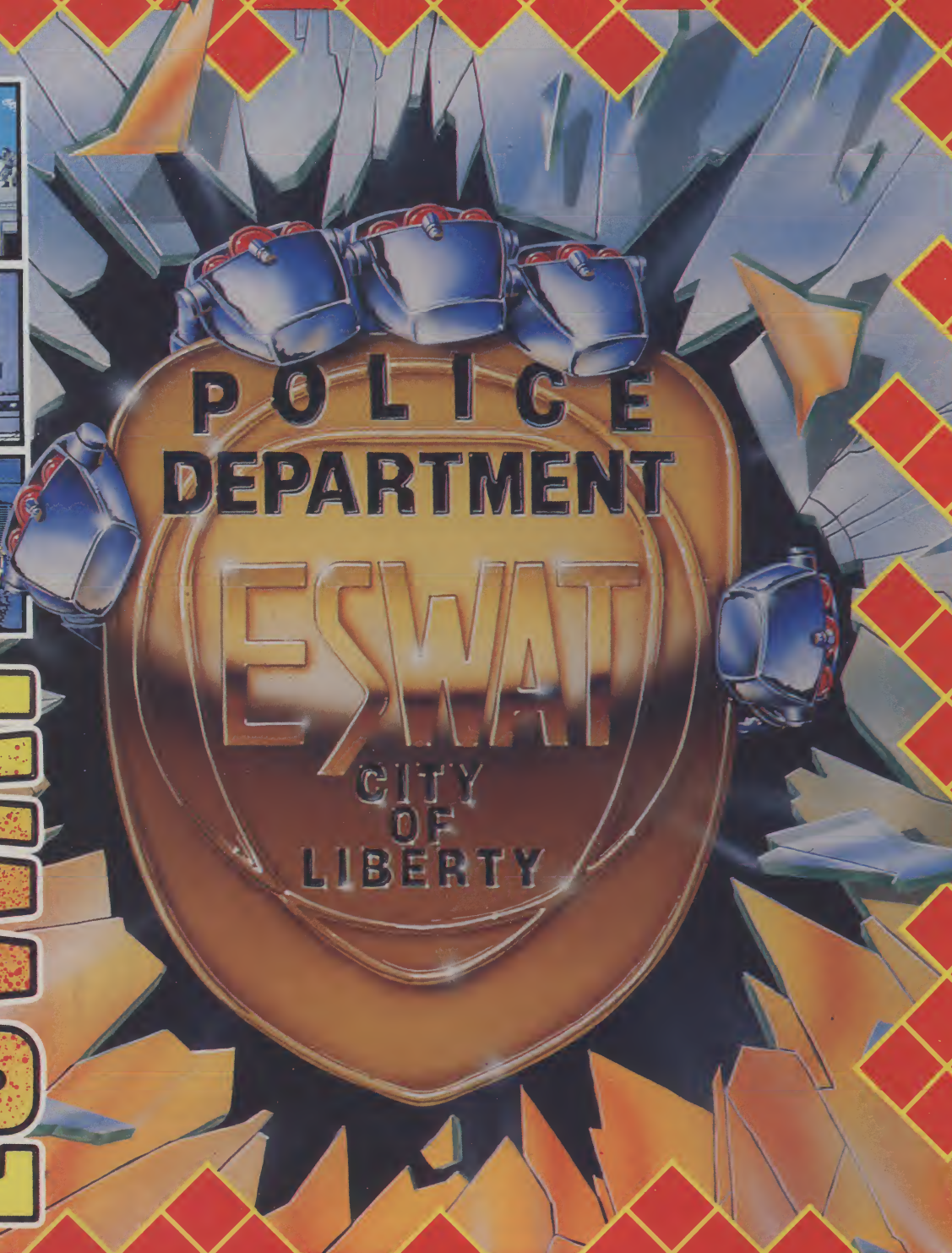
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"Is this a dagger which I see before me?
...Come, let me clutch thee: I have thee not, and yet I see thee still...or art thou but a dagger of the mind?"

Spoken during an early Virtual Reality session and later incorporated into a play by Shakespeare

IMPORTANT NOTICE

ACE has always been published on the first Thursday of every month. However, this has resulted in restricted availability for certain issues and we have therefore decided that in future the magazine will be published on the 8th of every month. Think 8, think ACE, and you won't miss out!

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Peterborough, PE1 2RP
0733 555161

COLOUR ORIGINATION

Balmoral Graphics, Canonbury Yd, N1
Proprint Repro, Barking Road, E13

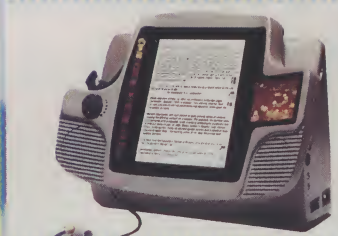
TYPESETTING CXT, 1 Tanner Street, SE1

DISTRIBUTION EMAP Frontline, Park House,
117 Park Road, Peterborough, PE1 2TR

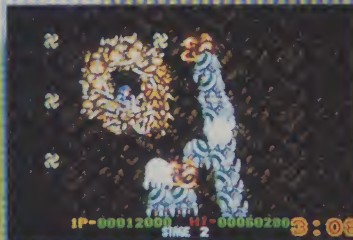
PRINTING Severn Valley Press, Caerphilly

reviews

The latest releases on computer, console and CD are all given the authoritative ACE treatment...



This, ladies and gentlemen is *Cornucopia*. CD technology used to it's full potential? See p. 111



Dragonbride from Activision. A complicated coin op conversion if ever there was one. See page 91



The world's very first Virtual Reality arcade machine - in all its glory on page 18

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ON CD page 111

Exclusive preview of the latest DVI Workstation

ROARING 40S

Life begins at 40, so they say, and ACE is entering a vital new phase of its development as we begin a journey into the real future of gaming.

And it's a journey that we'll be sharing with you every inch of the way as we set out over the next few months to chart the progress of Virtual Reality - the most significant entertainment concept of the 20th Century.

Think we're exaggerating? No sir. We've held back on VR coverage until we were 100% convinced of its relevance to our readers. In the last six months we've sent correspondents to Los Angeles, New York, Leicester, Tokyo, and Italy to check out the VR stories. And we're convinced. Along with CD technology, this is going to be the BIG one.

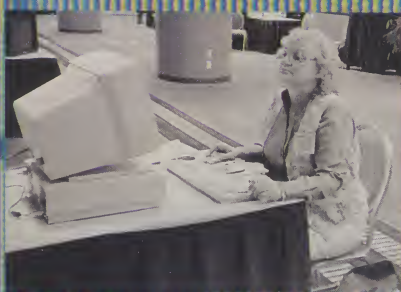
We'll be spilling the beans about VR in every issue from now on. Join us each month and discover the new worlds of 21st century gaming.



Stand by to enter a whole new world of gaming: VR technology is developing faster than anyone could have imagined - catch up with it on page 18n



New Age relaxation gaming from Infogrames: Alpha Waves promises to relax, awaken and soothe gamers with its cosmic colour arrangements and sensitively-pitched gameplay. Nervous wrecks seek solace on p. 46.



Gail Wellington gets ready for the presentation of the Incredible CDTV in New York.

THAT'S ENTERTAINMENT!

ACE braved the New York streets last month to bring you a full two-part report on one of the year's most important conferences on interactive entertainment. Those attending included Chris Crawford, arguably the world's most influential games designer; Myron Krueger, the man who coined the phrase 'virtual reality'; Nolan Bushnell,

the Atari and is now... development; Rich Moriarty. Meet the... in this issue and the next, when we... concluding the two part series with... look at hyperfiction and cyberspace.

PHEW! CHRISTMAS! It's been a hectic four weeks here at ACE. No mince-pie scenario for us. This time of year is the busiest and best for the Entertainment "Biz", and as a result, we've been frantically preparing a festive treat of an issue for you. *Speedball 2* delivers frenetic action. *4D Driving* and *Boxing* offer polygon sports simulation. And *Prince of Persia* will enchant you with its stunning animation. We've also got a report from the *Intertainment Show* in the States, and the scorching *Computer Graphics Show* here in the UK. And as the world of CD applications grows, we take a sneaky look at the *DVI Workstation*, a truly incredible piece of kit. Oh yes, and for your stocking, a £25000 Virtual Reality machine. Sign that cheque!



P34 MEGAOFFER!

Buy yourself a fine quality game from our selected list and scoop a thoroughly desirable free gift!

A glimpse of tomorrow. This is a view from inside the Virtual Reality machine from W Industries. Read all about it on page 19.



DECEMBER 1990

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Massive 50pp+ section for the Yuletide season, boasting hardware and software buyers' guides, prize competition, machine-specific columns, charts, diary, readers ads, public domain update, Xmas present suggestions, and stacks of mail-order and dealer advertising to save you money and serve you right.



WHEN YOU'RE THE BEST,
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ACE...ACE RATED 973, CU AMIGA...SUPER STAR 95%,
C&VG...C&VG HIT 95%, THE ONE...95%, ZERO HERO 93%,
GENERATION4...97%, TILT...95%

NEWS

Mickey Mouse Sega Software



Castle of Illusion is a new game for the Sega Megadrive featuring the famous Mouse from the wonderful world of Disney. You control Mickey on a three-stage romp through enchanted forests, crazy houses and rocky waterfalls. Castle of Illusion costs 4800 yen (around £19) in Japan. Special thanks to ASCII Corporation.

USA Today runs a 24-hour on-line sports news and information service in the States. "The USA Today Sports Centre turns your computer into a local online sports network," says USA Today. You can also compete in national fantasy baseball, football and baseball leagues and tournaments.

French launch 'Stealth Phone'

The French feel for aesthetic style even extends to making phone-calls with a telephone that would sit well in an American B2 Stealth Bomber! FCR's Axel matt-black system is used for multi-conferencing and must be the number one choice for cybercallers. Axel was displayed at a recent Applica '90 exhibition in France. Unfortunately, it's not BT improved... yet.

Now you can dial your baby's number in secret



What's the difference between a Panther and a Gigadrive ?

Rumours suggest both Sega and Atari are currently developing the next generation of console machines which will incorporate the most advanced graphics and sound processors found in any home-based system.

Bob Gleadow, the UK boss of Atari, told ACE earlier this year about the Panther project - a console based around jacked-up ST hardware but not necessarily compatible with existing ST software. Atari will apparently be putting the Panther up against Sega's Megadrive with a predicted price of under £150. Panther prototypes are due to be shown at the Consumer Electronics Show in Las Vegas next month. Atari isn't saying anything more about the machine till then.

Meanwhile, Sega is working on the Gigadrive - a new console design based around the 32-bit technology used in Sega's impressive arcade machines. These coin-ops feature some of the best sprite engines in the world - a tool useful in producing stunning shoot'em-ups and racing games. Sega, one of Japan's leading games companies, believes there is room in the market for a deluxe console costing as much as £500 with a more diverse range of titles than the steady supply of sports-sims and arcade games released on its 16-bit Megadrive console. No launch date has yet been set but early 1992 seems the most likely time to release the Gigadrive to the power-thirsty Japanese public.

Nintendo currently dominates the console market with its Famicom system which has sold over 40 million units worldwide. If you can't wait for either the Panther or Gigadrive, you might like to try Nintendo's newest console. Launched in Japan last month, the Super Famicom fuses 8-bit processing power with 16-bit graphics and sound technology for the very low price of 25000 yen (approximately £100). Nintendo's console has already attracted a wide range of software support including conversions of Populous, Dungeon Master, Super Mario World, Sim City, Super R-Type and Gradius III. No official UK release date or price is available at present, but insiders tell us it will be over here before Christmas '91.



Sensible Software is writing a follow-up to the classic C64 shoot'em-up Wizball - due sometime next year courtesy of Ocean.

years he's had a sting of hits - and a few turkeys - including Loco, Bagger and Trap.

His first 16-bit game, Captive, has been one of Mindscape's most successful products during 1990. This ACE-Rated sci-fi role-playing game surpasses even the mighty Dungeon Master in terms of both depth and playability.

One of Crowther's first projects for Mindscape will be an Extra Missions Disk for Captive. This will be followed late next year by Captive 2, a completely revamped game with even more levels - after all, the original has only 65000 stages to complete!

Phil Harrison, Software Development Manager at Mindscape, told ACE: "Obviously we're delighted to have Tony on-board, if you think Captive is good you'll flip over Captive 2".

Mindscape signs Crowther for Captive 2

In an unsurprising move, Mindscape International - the UK subsidiary of a giant American software company - has signed up veteran British games programmer Tony Crowther.

Crowther shot to fame in the early eighties as the guy who could write successful computer games in just two weeks. Through the

NE
WS

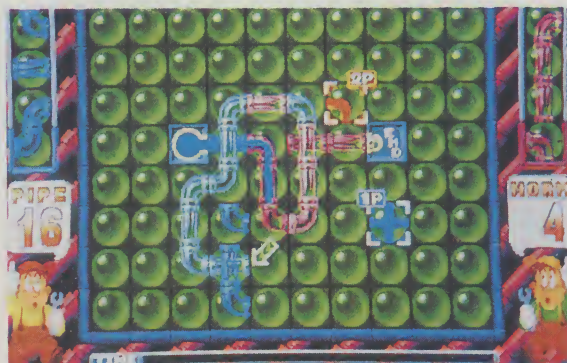


The best (or worst) of both worlds – a PC able to play Megadrive games carts.

NINTENDO IN TABLOID SHOCKER

The well respected Sunday newspaper, *The News of the World*, recently ran a story on Nintendo's alleged 'bad-effect' on children. The paper said American kids are skipping school to play on their Nintendo Famicom console and forming gangs to fight over which game is best. Write into ACE if you've formed a Super Mario Bros. gang!

Intel is working on a set of chips that allow micros to mix television pictures, still photos, computer animation and stereo sound. The i750 video processor is one of the first multi-media chipsets and effectively shrinks Intel's DVI boards into two silicon chips.



Pipe Dream, the ACE-Rated arcade puzzle games, is now available on coin-op format thanks to Video System in Japan



Publicity artwork for Caves of Chaos – let's hope the real thing looks...er...equally unreal

Sega and IBM Develops Megadrive-Compatable PC

IBM and Sega in Japan are jointly developing a 16-bit micro which will be compatible with both PC software and Megadrive games cartridges.

The forthcoming system, rumoured to be called the Terra PC, has 286 and 68000 CPUs on the same board which means that programmers may be able to develop Megadrive games on it. The machine features VGA graphics which can be displayed on a TV or monitor.

There will be three models. The most expensive will have a hard disk, 3.5" floppy drive and 2.5Mb of memory. The price is expected to be about 200000 yen (approx. £800). An optional CD-ROM drive will also be available when the machine is launched in Japan during April next year.

Michael Katz, President of Sega America, was close-mouthed about the project at a recent New York conference. European and/or US release dates are still uncertain.

The inclusion of a CD in the package at a later date sounds particularly interesting, since IBM are strongly rumoured to have plans for the low-cost CD market. Could the IBM/Sega partnership bring us the first DVI games machine?



Pacman is back on the Nintendo Gameboy. Look out for a review of this Namco cart as soon as we get our hands on it.

CAVES OF CHAOS

US company Laser Games International has developed a live role-playing system for amusement parks. Called LaserQuest, the system takes the old 'paint gun' combat arena concept and updates it using lasers, computers, and animatronics.

The first major scenarios, Caves of Chaos and LaserQuest, pit players against a succession of 'hazards' as they make their way through a computer scanned environment. In LaserQuest starship, where you fend off giant bug eyed monsters before attempting to repair the crippled craft.

Caves of Chaos is a more typical D&D scenario, where you and three companions must use magic and muscle to save the kingdom from the forces of destruction.

The monsters come courtesy of animatronic technology, used so effectively in Disney's theme parks. Monsters have sensitive 'Achilles heels' that react to laser light and trigger dying movements – provided the player can shoot them in time. The playing areas are all sensitised and can track the progress and performance of individual players. The giant spiders, we were amused to note, appear in both scenarios – economics rather than ecology, we suspect.

LaserQuest looks pretty primitive as far as state of the art technology goes – you're not going to see holographic figures leaping out and threatening to make mincemeat of you, and the scenario of Caves of Chaos is hardly original. But you could say much the same about Disneyland – and everybody knows how much fun THAT is!

Anco's Kick Off soccer simulation is being converted over to the Super Famicom, Nintendo Entertainment System, Sega Master System and Megadrive consoles.



Sharp is about to launch a 19" colour television with a built-in Nintendo Super Famicom console. No price has been announced.



The first TV with a games control panel...



...and a games cartridge socket!



Konami has released one of the best looking Baseball games ever seen in silicon for the Sharp X68000.

Hi there, ASCII!
Special thanks to ASCII Corporation and LogIn magazine for their assistance in bringing you these stories. We'll be running a feature on LogIn magazine in the Spring of 1991 - don't miss it!



Japanese gamers are fascinated by the games Populous and Sim City so it was inevitable that Maxima would produce a game that combines elements from both. Mercury - The Prime Master costs 8800 yen (approx. £35) for PC9801 computers.



The Eastern culture can be surprising at times, especially the Japanese lust for teenage girls wearing little more than a smile in comic books and computer games. The appropriately named Hardsoft provides games too indecent to print in a family magazine so here's the picture of a box from one of its games...



The Techno-Human Company alias Konami - the world's largest games company - is looking for game designers, programmers, musicians and graphics artists.

Technology and Entertainment Software has converted its popular 3D golf simulation onto Nintendo's Super Famicom. The game uses Polysys three-dimensional graphics routines and is licensed by Augusta National Golf Club. Technology and Entertainment Software was winner of the LogIn Global Award of 1990 at the European Computer Leisure Awards in April.

Fujitsu has developed the FM NoteBook - a portable, A4-sized, 2.5kg version of its FM Towns 32-bit computer.



Lucasfilm Games has upgraded its fantasy role-playing game Loom onto the FM Towns. Taking advantage of the Towns built-in CD-ROM drive the game incorporates CD-quality audio. Loom costs 8800 yen (around £35).

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Bold Strokes

Rik Haynes takes a look round last month's Computer Graphics show...

Held at London's Alexandra Palace exhibition centre, Computer Graphics is the UK's premier showcase for the latest innovations in digital art. This year was invaded by Virtual Reality with extensive conferences, hands-on demonstrations of VPL's data-glove and the launch of the world's first virtual reality arcade game (see page 18-20 for further details). With the ever-decreasing cost of silicon technologies, the level of visual excellence found in today's top graphics systems will find its way into home entertainment systems within the next five years.

Down In The Studio

Autodesk, the cyberspace exploring company, was showing its 3D Studio interactive graphics software package for creating high-quality three-dimensional still images and animations. "Based on bezier spline technology, Autodesk 3D Studio can be used to quickly produce realistic shapes that move with natural motion," explains Autodesk. "Anything from bouncing balls to complex robotic assemblies can be modelled, animated and rendered with flat, Gouraud or Phong shading. A built-in materials editor provides texture, bump, transparency and reflection mapping - even animated texture mapping." Autodesk 3D Studio is due to ship next year for £1750+VAT

One For Digital Designers

Bournemouth Polytechnic currently runs two full-time courses teaching computer graphics and animation. The place is decked out with seven Silicon Graphics workstations and is developing a number of computer animation systems such as the Smallworld behavioral system interface and development system. Bournemouth Polytechnic is also researching a number of interesting projects including 3D textures of flames, clouds and foliage and fast free form deformations of polyhedral objects. Give them a call if you're interested in joining the gang.



This Amiga animation was created in just 40 minutes by Juha Meskanen using Real 3D

NEWS

Harlequin Tears

Amiga Centre Scotland, the Amiga graphics specialist, launched an exciting new product at CG'90 for Commodore's low-cost graphics workhorse. The Harlequin 32-bit Frame Buffer is a 16 million colour graphics card for the Amiga 2000/3000 series. Harlequin is compatible with a wide range of accessories including genlocks, film recorders and video printers. Prices start at £1395 (ex VAT). Meanwhile, Amiga Centre Scotland describes Real 3D as the "fastest 3D ray-tracing program with animation and solid modelling on the market for Amiga Users". Real 3D is a 3D graphics program with animation for designing images, animation, presentations and technical design. It's a vector-based product with a hierarchical object-orientated construction method. Real 3D's images are correctly reproduced with all the right shadows, soft tones, reflections and light refraction.

The Red Arrows celebrated their 25th anniversary this year with this image which was created with the Vision 750 system from Applied Visual Technologies. No part of this image is a photograph - note the absence of pilots in the cockpits!



Dimensional International are offering complete alternate realities for governments, museums, television and property developers. "You can walk, fly or drive through our environments at will," says DI. "As the Superscape virtual reality software calculates the 3D view up to 25 times per second, the experience is truly interactive with user inputs updated in real-time. It's just like being there!" Applications for DI's system - which is based around desktop PCs - include surrogate travel, simulation and sales presentations. Call 0734 810077 for further details

PC It's Got the

PATROL

RETALIATOR

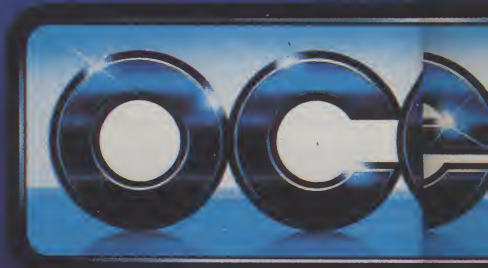
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F29 Retaliator will suit both the beginner and the expert pilot.

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WE'RE FIT, WE'RE ALIVE BUT WE'RE NOT BACK HOME

Our chopper tailed-out after taking a hit... the pilot won't be leaving the ground again. Now I have to lead my weary platoon back to our lines through the jungles and paddy fields. Entering what appears to be a friendly village, only to find it is a cover for a guerilla faction, is just one of the things that helps our insomnia... that and the elusive psycho in my squad - I gotta figure out who he is before the morale factor becomes our worst enemy. Jeez, will this stupid war never end!

Sensational graphics and a game-play that will have you sweating on the edge of your seat...every move you make, every decision you take may not only be the last for yourself but also for your platoon.



STRATEGY AND ARCADE ACTION

for one or two players.

Take on the role of the desperado with a heart of gold; Billy himself, or his ex-best friend, sharp shooting, law abiding pillar of the community, Sheriff Pat Garrett.

As Billy you must survive by your wits. On arrival, check out the town, the men you think can help you, where the big games of poker take place, is the bank worth taking or is it going to be too hard to crack?

The other side of the coin is Pat Garrett. You must track down Billy using all your cunning. The payroll train is due to arrive...do you take all your deputies or leave some to keep an eye on the bank? And when you find Billy you will meet in the final showdown...now the guns do the talking!

FIRST INTO BATTLE... LAST TO LEAVE

Control the "Mauler" Assault Tank in one of 16 scenarios in the ultra war, fought between two nations in the new World. The latest phase of the North/South war has reached a stalemate, eventually developing into a standoff between armies massed over a long, dug-in battlefield. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.



Seon

Console Fury

Console aggro, computer aggro, adventure aggro, and a debate on economics....

GOBBLE GOBBLE

I am absolutely fed up with the way you are continually raving on about the Amiga CDTV. The way you go on about it, it's sickening. Personally I think it's a load of crap, even worse than CD-I, and makes no in-roads into true interactive games technology.

First, it doesn't have something that even CD-I can manage jerkily – Full Motion Video. Which means that all the TV quality screens are just digitised images. You won't be able to play them. At most they could only be 'hypertexted'.

Secondly, the interactive upgradability has been totally crippled by it being based on the Motorola Series 68000 processor. Although fine for ST's and Amiga's, it is totally inadequate for what is supposed to be an interactive graphics environment.

I am also afraid that your preaching of 4096 colour HAM games was for the worst. Even with all the custom chipper, there will be no way you realistically will be able to play a 4096 colour game in HAM mode.

All in all, the CDTV offers nothing new and is totally inferior to a Macintosh or PC with a CD+G CD-ROM drive without costing significantly less. The only place where it will be a success is in education, where on-line hypertext applications (like Dr Feelgood) come into their own.

If Commodore wanted to be really clever, it should have dug up the old Philips standard Laser Vision ROM and combined it with the Amiga to create the ultimate games machine.

But unfortunately Commodore has launched a turkey, and you – like an illiterate bystander – praise like hell without knowing anything.

Manu Kumar, London

Cor blimey, what a load of – forgive the expression – total gobblers. First, CD-I's approach to FMV is to incorporate it as a chipset – and they are delaying the

launch to accomplish this. CDTV still has the option of adding either a chipset as a peripheral or, which now seems more likely, following a software solution. You're a bit behind the times, Manu – software compression technology DOES now promise a solution to the FMV problem.

Second, there is always the option to upgrade the 68000 processor, as has been done in the Mac range.

As for HAM games, I tend to agree with you, but the situation isn't as negative as you paint it. Games like 'Herewith the Clues', which were programmed using early CDTV development systems, are hardly indicative of what you can do with the machine.

To compare the CDTV (which, incidentally, also has CD+G capability) with the PC and Mac is ridiculous. The PC's processor set is no more powerful unless you buy an expensive high-profile model. DVI, the only PC FMV solution, is horrendously expensive. A system equivalent to the CDTV with CD+G, CD audio, and Amiga graphics/sound processing capability in either Mac or PC formats would cost you at least £2000.

You obviously don't know anything about games design. The Philips Laservision system is, frankly, rubbish when it comes to interactivity – for the simple reason that FMV is not particularly important in games design unless it offers full digital manipulation and processing on the fly, which Laservision doesn't and neither will any of the systems we're discussing here (for some time). It is also incompatible with CD audio, which is an important factor in future games design.

Finally, we never said that CDTV was new technology – what's new is the potential of the sum of its parts.

RANX AD PROTEST

I must come down heavily in favour of John Glover and agree entirely with him

OVER TO CONSOLE...

I've been playing computer games for almost five years now, having owned a C64, an ST, and now an Amiga, but sometimes I'm thinking of switching to a console. The reason is that I'm so often disappointed in the quality of current software.

In the old days of the C64 we took technical excellence for granted. Most, if not all games scrolled perfectly and had flicker-free animation. Not surprising, since every C64 game was tailor made for the machine.

Now five years later, that situation no longer applies. Since the Amiga and the ST share the same processor and the Amiga is perfectly able to display ST screen resolutions, modern programmers often code and design games that can be run on both machines without too much trouble. Rather than rewriting and finetuning routines for each machine, programmers go for the easy way out and the results often are technically mediocre and sometimes even terrible, written by people who are familiar with both machines but master of neither.

Now, with the enormous popularity of PC compatibles in the US the situation could deteriorate even further. What often happens is that the American PC games get converted for the UK machines using the EGA graphics. This is already the case with all Sierra and Lucasfilm games. Obviously these conversions hardly stretch the capabilities of your machine. The difference is especially telling when you compare these straight PC conversions with programs that were totally

that far too much space is given to consoles and hand-helds etc. If I had wanted a console, I would have bought one instead of this expensive computer.

Whilst I'm on my high horse, I would like to protest about the Ranx advertisement in issue 39, page 61. Does no-one vet these ads or am I to assume that this is Okay by you?

I trust that you do not take offense at my objection as the same high moral standards (or higher) must apply here as they do to FAST and piracy.

Dave Newton, Bolton

Four pages of superb console reviews this month, and 29 pages of computer reviews, and you think we're giving consoles too much space!!? Let's get this straight – ACE's policy on consoles is to

...AND BACK TO COMPUTER



rewritten, like the Amiga version of Pirates and the 68000 versions of F19 Stealth Fighter.

Console games ought to be written from scratch for each machine just like the 8-bit games of yore. Such games won't be a compromise between 3 highly different computers but will use the machine to the fullest. However, I am afraid that British software houses will try to change that situation for a new machine that is getting a lot of attention these days, the Sega Megadrive. One of the reasons they are so enthusiastic is that the Megadrive has the same processor as the ST/Amiga and is perfectly able to display Atari graphics. It doesn't take a genius to guess what will happen.

Meanwhile I find it highly annoying that after five years (the Amiga was released in the fall of 85) many sometimes highly acclaimed programmers have still not mastered the basic functions of the machine. What about smooth scrolling, smooth animation,

About three months ago I sold my Amiga in order to buy a Sega Megadrive and I seriously advise all those thinking of doing the same to think twice. My reason for selling the Amiga was that I was constantly fed up with over-rated arcade conversions and I wanted quality software that used the machine properly. At first I really enjoyed the improved playability of the software, even if the graphic quality didn't match the Amiga (or still doesn't - compare Thunderforce 3 with Rainbow Art's forthcoming Z-Out). Then I started realising just how limited the majority of MD games really were and in gameplay terms what poor value they represented. I used to think 16-bit software was expensive, but if you're very selective, good lasting software can be found that beats console software hands down (eg Oldies like Fairy Tale Adventure and new games like Captive and The Immortal).

ACE is correct in stressing the need for both a computer and a console because a diet of arcade games alone can become very tedious. I bought Megadrive Strider and nearly finished it after a few hours. Unless console games get more involved with RPG and strategy elements (like Taito's Cadash), the future for machines like the Megadrive looks uninteresting and expensive.

I'm now saving up again for another Amiga! I hope people learn from my mistake. Consoles are a good complement for a home computer but a very poor substitute.

Matthew Brookes, Cheshire

Hard luck, Matthew. We've certainly never seen consoles as a replacement for computers - though some console owners seem to think they are. A keyboard remains essential for complex game interaction.

full European 320*256 resolution (instead of the American 320*200 resolution) and 32 colour screens instead of the 16 colour ST palette, not to mention such 'difficult to program' features like hard disk support, 1-Meg support, and multi-tasking. When we shell out almost £25 we deserve the best a programmer can do, not Amiga games with ST animation and PC graphics, ST games with PC graphics and animation, PC VGA games with ST graphics etc...

Ruud Van De Kruisweg, Amsterdam

Good point about the Megadrive, Ruud. It's always swings and roundabouts, though, isn't it? The 68000 processor means we'll get more games. We get more games, we get a greater proportion of rubbish. In the end, the answer is in your hands - it's your money they're after, and you decide how to spend it.

concentrate on exclusive coverage of the greatest games, not to flood the magazine with console trivia. That way console owners get the goodies, and so do you. And remember, in the end console software will become more sophisticated so that the truly discriminating gamer will have both a computer and a console (see this month's Prize Letter). Finally, we're sorry if the Ubisoft ad offended you. I personally don't find it offensive - God gave us hands and anything He created is OK by me...but I respect your attitude. Although sometimes film delivery schedules mean that we don't get to see all advertisements before press, we do our best to weed out unsuitable material. Remember, also, that ACE is a magazine for the older gamer.

COMPO RESULTS

Why did only UK readers get the chance to win free software and discounts in your competition in issue 38? I dialled the 0898 number from Germany several times but it didn't work. And the next issue arrived at the end of November, so I had no chance to send off my card in time.
Peter Gaydos, Wuppertal, W. Germany

Sorry Peter, but most overseas territories received the next issue (with the contents of the numbers printed inside) well in time to enter the competition. We'll look into why West Germany was an exception.

ADVANCE CONSOLE ENTERTAINMENT?

Why don't you change ACE's name to Advanced Console Entertainment - the way you're ranting on about 'the fabulous, brilliant, amazing Megadrive. You'd think the Amiga and the ST were dead.'
Ian Goodchild, Northampton

The only people who think we're putting consoles first (which simply isn't true) are those with a secret fear that the consoles may be better than their computer. Which they're not. Relax, and continue to enjoy our coverage of ST, Amiga, PC, C64, Spectrum....and others.



AMIGA



ATARI STE



AMIGA

YC SUN ONE
92% CRASH SMASH
92% GEN D'OR
91% ZERO HERO
91% MEGASTAR JOYSTICKS



ST DRAGON

AVAILABLE ON AMIGA, ATARI ST, CBM 64, AMSTRAD, SPECTRUM

An evil force of monster machines has risen to conquer the Galaxy. One by one the peaceful races of the Galaxy have been attacked and enslaved by the Cyborg Monsters. No race has the strength to stand against the power of the Cyborgs. One lone rebel rises from within the ranks of the mechanised monsters. Part dragon, part machine, the Cyborg Warrior fights back against the tyrant masters. The Galaxy has a Hero. Hope returns to the hearts of the people at the rise of the armoured champion they call "ST DRAGON".

"I haven't seen a decent shoot-em-up for ages (in fact Silkorm was probably the last). Now this looks set to end with a product from the very same Silkorm programmers that could challenge the mighty R-Type itself!"
(Zero Sep. 1990)

THE SALES CURVE
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FREE
POSTER
AND
BADGE



COM 64



SPEC

From the programmers of Silkworm, the shoot 'em up of the eighties, comes SWIV, the shoot 'em up of the nineties.



SWIV

AVAILABLE ON AMIGA, ATARI ST, CBM 64, AMSTRAD, SPECTRUM



UNIQUE
DYNAMIC
LOADER
SYSTEM

Computer aided weapons systems on-line, communications equipment operational. System checks complete, prepare for combat as a member of your nations elite assault team - SWIV. Two different vehicles of devastating destructive power, fighting together in one team.

PRIMARY OBJECTIVE: Destroy enemy control centres.

SECONDARY OBJECTIVE: Interdiction mission. The destruction by military force of all enemy units.

SWIV - No one knows what it means but everyone will know it when it arrives. Coming soon.

"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November '90
"Superlative Shoot 'Em Up Stunna." Zero November '90

Screenshots shown are from the Amiga version.

Far out!

ACE is now committed to covering virtual reality technology in depth, in every issue. this month: a stunning British VR arcade machine and an interview with Jaron Lanier, VR guru from VPL, world leaders in cyberspace equipment design...

When the silicon seers sagely nodded their heads and said that, "one day all games will be written for virtual reality", we didn't expect that day to be Wednesday week and the place, Leicester rather than California.

Perhaps that's because, when it comes to VR, never have so many produced so much bullshit – in fact, at the New York Entertainment conference (see pages 29-31), wellies were issued as standard kit at the door (well almost) as Visionaries on Expenses waxed lyrical about the marvellous and the metaphysical.

'...Would VR reflect a circular consensus, hermeneutic orientation in future development and use, or follow a dialogical model, characterised by a critical interest in emancipation and liberation with emphasis on self-reflection?'

And all the time, in the heart of Leicester city centre, a small group of people were just getting on and doing it. VR, for real, for comparative peanuts.

It's not that W Industries, the company in question, can't roll out the concepts on cue – according to front man MD, Dr Jon Walden, the company is trying to, "open the bandwidth of dialogue," – but when that is said, the dewy eyed, soft focus, Utopia 2000 look is absent and he happens to be sitting next to a real VR product, "available from stock" that on a price/performance basis makes everything else in the field look 18th century.

STAND UP FOR WI

Called the Virtuality 1000 and produced in sit-down and stand-up versions (SD and SU), THE WI Industries' modular system has been engineered from sound basic principles to be both state-of-the-art and tough enough to stand up to the wear and tear of everyday use. As Jon says, "To do Virtual Reality is easy. To do a product to stand up in the Public Domain is difficult."

Virtual Reality easy? There speaks the understated confidence of someone who has been in the field almost before it existed. After a first degree in Design Engineering, Jon's interest in VR was initially triggered by, "how appalling CAD-CAM systems were," and the frustration that, "ever since the Egyptians were drawing lines in sand to describe



Oops! The overhead lighting defeated our photographer here, but this shot shows a screen running on the SD version. The environment running is a demonstration sequence taken from a 3D CAD package



Close up of the harness you need when using the SD version...

the Pyramids, we've been using 2D constructs to describe 3D systems."

That was back in 1980. Influenced by a paper on real-time 3D graphics by James Clark – who went on to found high-end workstation producers Silicon Graphics – a doctorate on Virtual Reality followed.

Initial experiments were so successful that Racal lent him £500,000 worth of computer to produce a wire frame interactive VR 'room' that was presented as a breakthrough on *Tomorrows World* in 1985. Despite the obvious applications for such a system, amazingly the government research councils rejected further funding for the project.

Undeterred by the establishment thumbs down, Jon went underground with the concept, holding down a job during the days but teaming together with 3 other key indi-



Toys for the boys. Jon Walden disappears into silicon unreality

VIRTUAL JOB

Want to be a part of team that's producing the new generation of games. W Industries is looking for people that, "eat, sleep and drink bits and bytes," to join its software team of, "high performance professionals."

Practical experience is preferred over and above paper qualifications, but you'll have to be highly proficient in C or Assembler to be considered.

Send in CV's, etc to W Industries at 26-28 Chancery Street, Leicester, LE1 5WD. And say ACE sent you (unless you're a twerp, in which case mention some other magazine, eh?).



VTOL - you've lost the opposition (or they've lost you) during a frantic overfly of Virtual City



Watch out! It's unwise to practise low level flying over the hills. Stick to the open skies

viduals, Dr Al Humrich, Richard Holmes and Terry Rowley (now Directors of Software Engineering, Design and Production, and Simulation, respectively, at W Industries) in their spare time, working in a garage to produce a real VR product. The first consisted of 5 Amigas, running in parallel!

Forming W Industries in 1987 and funding themselves, two working systems were eventually produced - and won the British Technology Group's New Business award in '88. This, in turn, led to offers of external funding (WI is now part owned by a major listed plc) and accelerated things to where they are today - the Virtuality 1000.

VIRTUALITY BUILT FOR ONE

Jon describes the Virtuality 1000 as, "a concatenation of known technologies," but there again, so was the invention of the motor car.

The unit, in both forms, is made up of three parts - Animette, the software that controls the show, Expality, the hardware it runs on, and Visette, the visor that delivers quad sound and stereo visuals to the user.

Expality is a custom designed multi-processor multimedia system that includes amongst others: the latest Texas Instruments floating point maths chip set that copes with 30,000 shaded and clipped polygons per second, the guts of an Amiga 3000 to cope with sound and some of the I/O, plus a CD Rom for both mass storage and CD sound.

Driving this impressive hardware is the in-house authored operating system Animette that generates the visual, aural (and in the future, motion) cues from the virtual world, also allowing for up to 16 units to be connected together in the same 'world'.

Finally, Visette - the crash helmet-like wrap around visor that uses two Thin Film Transistor monitors (60mm by 46mm with a resolution of 276x372) to produce a stunningly realistic stereo image, which thanks to the built-in magnetic tracking device, reacts to the movement of your head. Well, wouldn't you look around if it sounded like an enemy jet was 5 inches away from the back of your head? That particular effect is delivered by the quadrophonic sound system.

The price? Well, you could walk into the WI offices and take one away for under £20,000 today - but if you think that's a lot of money, bear in mind that a similar system from another company might cost you something over £125,000.

The £20,000 price tag brings in well into the price range from many commercial applications that CAD has revolutionised in the past decade. Design and Architecture, for instance. Design a building using a commercial CAD package - then load the file into Visette. Now you can 'walk' around and inside your structure to check it out for

THE GAMES



VTOL is the first game to be written for the Virtuality 1000 SD unit, and has you piloting a Harrier-like aircraft - along with up to 15 other playmates! You can check out the screenshots we took during our session elsewhere on these pages.

Controls are two joysticks, left and right, the left hand controlling the vertical thrust and the throttle control, the right the movement of the plane and the fire-power - cannon and Sidewinder missile.

In this game, kills qualify you to refuel - via mid-air tanker to begin with - and therefore stay up in the air. Later on in the game, you'll have to land on a Carrier to re-arm - not easy. Winner stays on, if you're playing in a group.

The stereoscopic vision looks astonishing as you zoom over the complex fractal generated landscape with afterburner full on. But it's the feeling of being totally immersed within the game that makes it quite unlike anything else you've ever played!



Lock on target! Stereo sound enhances the excitement of the chase

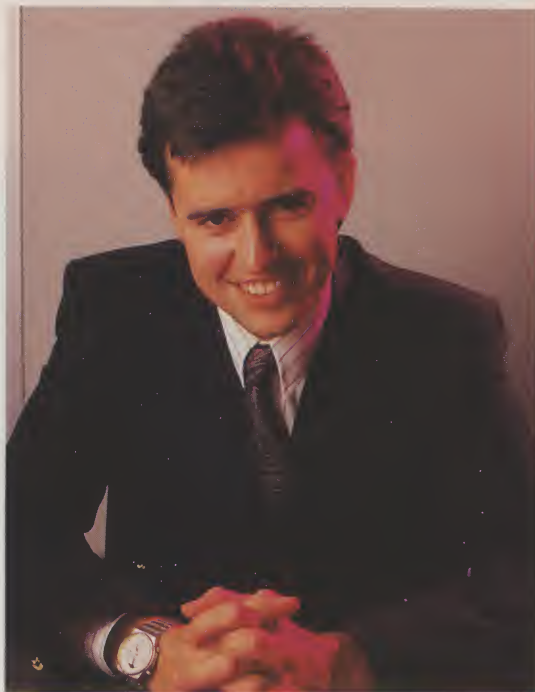


A quick fly past the aerodrome. Make sure you can find your way back!



Heading out to sea. Just as well it's only virtual water down there

Dr Jon Walden, MD of WI Industries.
'This system is available from stock...!'



The arcade unit in all its glory – the screen on the front enables spectators to share in the action

glitches, before the first brick has been laid!

But it sounds like Jon's favourite use for Virtuality is one you're probably familiar with – Entertainment! He describes games programming as "the most demanding application," and aims to build WI into "the Paramount Studios of Computer Entertainment." There is already a suite of 4 games, or "experiences" written, one of which will be on Beta test in an arcade, "somewhere in England", by the time you read this and will be in full distribution by next year.

The four comprise a VTOL fighter combat game, a race on hover-bikes through a future forest of trees, a bob sleigh game and space game, using Shuttle-style Orbital Vehicular units.

Played sitting in the SD unit, and networked (so you can get a whole bunch of you flying a squadron of Harriers if you so wish!), the controls are a pair of military spec proportional joysticks, one for either hand, with two fire buttons on each.

HANDS ON, HEAD IN

Of course, the trouble with a VR experience is that the true feeling of it has to be aquired, 'hands-on'. But one thing is for sure – once you've played VR games, you won't want to go back to a flat screen.

Once the visor is on and the engine noise fills your ears, you are completely immersed in a real world that reacts to your every movement. Add this to the interactivity of having several friends along – either in competition or co-operation – and you have a unique computer gaming experience. A genuine feeling of 'being there.'

There's a certain amount of future shock involved too. I mean, when all the guys in New York were sagely nodding their heads and saying that, "one day all games will be written for virtual reality", I didn't expect that day to be Wednesday week and the place, Leicester rather than La Jolla.

The future? The Virtuality system has been designed to slot in new components as the chips become more powerful which in turn will allow even

greater realism in the model, such as surface texture mapping. And WI has enough goodies in development to keep the surprises coming – how about a VR toolkit, including a chisel, for VR sculpture?

"We're at the Wright Brothers stage now," says Dr Waldern, "but it won't take 100 years to get to Concorde, more like 10".

But Jon feels that it's future applications – probably now unknown – that will prove to be the full blossoming of VR. WI have provided the platform – now it's up to the innovators, maybe you, to make best use of it.



Ye Gods! It's true – they really ARE available from stock! And they work! Is this a first for British technology??



The goggles use twin displays of remarkable clarity to generate stereoscopic views – and you get stereo sound as well n"

MIGHTY BOMB JACK™



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FLIGHT OF THE

INTRUDERTM



Flight Of The Intruder takes you into the deadliest air combat environment the world has ever known - the skies above North Vietnam.

In 1972, the USAF launched Operation Linebacker. US forces and their South Vietnamese allies are locked in a life and death struggle with the fanatical North Vietnamese Army. You must stem the tide of the North Vietnamese offensive by cutting its vital lifeline to its front line troops.

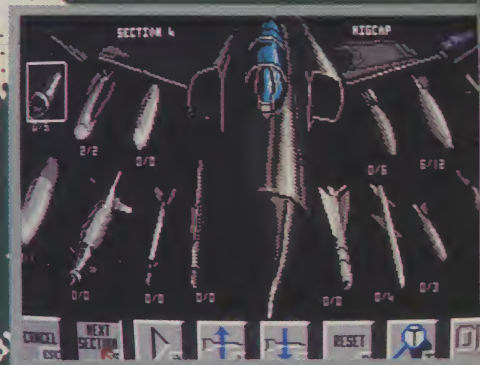
From the US Carriers in the Gulf of Tonkin on "Yankee Station", you must attack a variety of installations defended by surface to air missiles and the MiG fighters of the skillful and determined North Vietnamese Air Force.

Only team work will get you back alive. The "IRON HAND" flights must destroy or suppress the surface to air missiles whilst Combat Air Patrol aircraft circle high above the strike force looking out for enemy aircraft. Finally, the strike aircraft must find and attack the target braving a hail of small arms and anti-aircraft artillery fire at low level. Individual survival is not the only measure of success, it is the success of the mission as a whole that counts - there is no place for seekers of individual glory.

Enemy aircraft featured are the nimble MiG17 and the more advanced supersonic MiG21, capable of out turning any USAF aircraft.

Flight Of The Intruder takes you into the real world of operational flying and mission planning.





FEATURES

Choose between two of the best aircraft that ever flew. The F-4 Phantom is fast, powerful and equipped with highly advanced avionics. It is so flexible that it can perform any type of mission. The A-6 Intruder has the first all weather computer operated weapons guidance system (DIANE) and an outstanding weapons load, both have stood the test of time and are still in service.

- ⊕ Up to 8 friendly and 4 enemy aircraft on screen simultaneously.
- ⊕ 2 different aircraft accurately simulated. 3 different roles: MIGCAP, IRON HAND, or STRIKE.
- ⊕ Realistic mission environment with enemy artificial intelligence.
- ⊕ Switch between friendly aircraft in flight.
- ⊕ Carrier take-off and landing with "MEATBALL" landing aid.
- ⊕ In-flight radio messages with radio message queueing system.
- ⊕ View from all aspects and 14 in cockpit views.
- ⊕ Large numbers of mobile targets including trucks, trains and barges.
- ⊕ Realistic terrain taken from contemporary operations maps including Hanoi, Haiphong and Than Hoa.
- ⊕ Instant "Quickstart" option.

MIRROR
Soft

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The Code Monkeys, sweating it out in costume: (l/r) Mark Kirkby, Colin Hogg, and Eliot Gay

ACE readers visited US
Gold for the latest
ACE Conference and a
whole heap of monkey
business...

Th boy! We expected the fur to fly at the US Gold Conference, but we didn't expect it to be frisking around the office telling us how to program *Mean Streets*!

It was, of course, those pesky Code Monkeys who were responsible. They gambolled into the office like identical triplets whose Dad had escaped from the Jungle Book and done something unmentionable in the Hamley's Soft Toy Department. Then off came the heads to reveal the sweaty,

Gold Digging

tousled, and sheepish grins of Mark Kirkby, Colin Hogg, and Eliot Gay, who together had just finished coding the UK versions of *Mean Streets* (rated 837 in ACE 38).

'You can make a decent living out of games,' said Colin encouragingly as ACE reader Salim Fadhley admitted to a secret desire to turn programmer. In fact, the lads had it slightly easier than usual with *Mean Streets* because '...Access (the US originators) supplied all the source code – and it was very well commented.' Talking of taking it easy, the Monkeys were also enthusiastic about console programming: '...they're designed for games. Tons of sprites, hardware assisted scrolling. The Amiga comes the closest, but the 16-bit consoles are really tremendous games machines.'

Looking further ahead, the Code Monkeys were not quite so enthusiastic about CD development. 'It took us six months to write *Mean Streets*,' pointed out Elliot. 'Now think of all the data space on a CD. How long do you think it's going to take to do that medium justice? And it's going to cost a lot of money...'

To cope with a tight schedule, the Monkeys then had to be lured out of the office with a bunch of bananas and in came John Dale and Andy Beveridge of The Assembly Line. This team, previously responsible for the excellent *Vaxine*

amongst other titles, are currently working on *Cybercom III*, due out from USG next year.

'This program started out as a big game...but unfortunately it got even bigger! We're up against memory problems already – there's an options selection wheel on-screen, for example, that uses 30K just for the sprites used in rotating it.'

Cybercon III pits you against a vast computer of the same name which has run amok and, instead of defending the Earth in Star Wars fashion, has decided to give it a good drubbing instead. Years later only a handful of humans remain alive and in a last ditch bid for survival you must penetrate the computer complex and put it out of action. Some early sequences from the program were demonstrated at the Conference and looked very impressive indeed, boasting a combination of arcade and exploration skills within some superb 3D environments.

Cybercon III got the thumbs up from almost everyone at the Conference – let's hope it hits the streets soon. And in the meantime, very many thanks to everyone at USG for putting up with us, feeding us, festooning us with freebies, and giving us some of the best games around. Check out the Screentest section (in particular pages 54/55) for more Golden goodies.



Michael Hussey – a previous Conference attendee who managed to fill one of the cancellations



Dale Wilks – thought the chap in *Mean Streets* had a wooden leg. Ahem, Dale, that's state of the art animation for you!



Simon Parfremont – impressed by the speed of *Vaxine*



Salim Fadhley – had designs on becoming a programmer



Julian Ware – kept a low profile during the conference but managed to escape with goodies for his Amiga 500



Ferdina Devi – just managed to make it to the Conference before leaving the UK forever!



James Verdier – liked the game design of *Mean Streets* and was impressed by the fast scrolling on *Vaxine*



The Assembly Line reps: John Dale (right) and Andy Beveridge. One subject the duo were pretty forthright about was CDTV: 'We can foresee problems with that one. People think there will be lots of old Amiga titles being converted for it, but most Amiga games throw the operating system right out. However, on CDTV, if you want to use the built-in CD, you'll almost certainly need the OS. So for many games, people will have to go back and completely rewrite them.'

Ferdina Devi had the honour of being the first girl to attend an ACE Conference. Let's hope she starts a trend. Meanwhile, here are the other ACE Readers who took train, plane, and automobile to share a few Golden moments in Birmingham...



Adrian Clinton-Watkins - not so keen on 3D games - preferred shoot-em-ups, but liked the variety of gameplay in *Mean Streets*



David Ng - attended the Mirrorsoft conference, but managed to slip in again to fill a gap due to a cancellation



Anil Khedun - planning to be an ACE author



Martin Sommerville - wanted to become a graphic artist - and fancied both *Cybercon* and *Vaxine*



Dicon Peeke - had a few suggestions for saving memory in *Mean Streets*



J Singh - sorry, JS, we missed out on your first name. But we know you fancied *UN Squadron*...



Andrew Williams - 'a few more animation frames on the digitised faceshots in *Mean Streets* would have made a difference...'



Jody Kirk - particularly impressed by *Cybercon III*



Grant Sellers - a loyal *Ghouls and Ghosts* fan

SOLID GOLD!

Each month, we'll let you know about forthcoming conferences around the country. If you think you might be interested in attending one, all you have to do is send us a postcard with your name and address clearly written, together with a daytime telephone number if at all possible. You also need to tell us:

- Which conference you would like to attend. If you're applying for more than one, put them in order of preference. If no conference is listed for the software house you'd like to visit, put the software house's name down and we'll put you on the list for that conference when (and if) it is organised in the future.
- The machine you own, so that we can make sure you get some juicy free gifts for your micro!
- Your age, so that we can ensure a good spread of age groups at each conference.
- If you are a subscriber, send your application in an envelope together with the address panel from the last issue of ACE that you were sent.

Obviously we have to limit the number of people attending each conference to a maximum of 15. In addition, we have to make a nominal charge of £5.00 to help cover costs. All places are allocated on a first-come, first-served basis. Subscribers, however, get priority allocations for the first five places in each conference, and they may also attend free of charge. Phone 0858 410510 for subscription details.

A couple of weeks before each conference, we'll select the lucky readers from those who have applied and inform them of the relevant details. If anyone can't attend, they'll be shortlisted for a future conference and another selection will be made for someone who can take their place. Please note: all conference attendees are responsible for making their own way to the conference venue. Obviously we'll help wherever possible with lifts and taxis etc, but we can't make any promises. Bear the location of each conference in mind when you apply. If you're planning to use public transport, bear in mind that sessions start at 12.30pm.

FORTHCOMING CONFERENCES

Ocean: in February 1991, location: Manchester.

Gremlin: in March 1991, location: Sheffield.

Exact dates for these will be announced together with further details in the **next issue**, but **don't delay** - get your applications in **NOW!!**



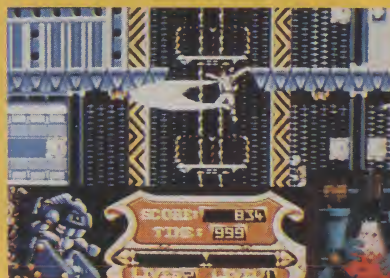
US GOLD

Britain's biggest games powerhouse started life in 1984. By 1987 they were producing more than one million of all games sold in the UK. Check out their latest hits on pages 54-55.

I say, I say, girls, steady on! The hostess with the mostest (that's Danielle 'Woody' Woodyatt on the left) and Nicola Whitehead (nominated Miss Software UK by the ACE Editor) put the pressure on Development Manager Steve Fitton to continue producing ACE rated products. If the reward for failure is being manhandled by these two, then carry on missing deadlines, Steve...

STRIDER II

Just one of the products coming up from USG, *Strider II* is set to follow on from the ACE-rated original in a clash of steel and a flash of laser fury. Watch out for it in the next week or two on C64, Spectrum, Amstrad, ST, and Amiga



Strider II

Nightshift from Lucasfilm marks a departure for the company from their usual graphic adventure style (*Loom*, *Monkey Island* etc). Coming soon for PC owners, it's a classic action puzzler as you attempt to fulfill production quotas during the nightshift, tending a vast machine that recycles rubbish and churns out mini-toys based on Lucasfilm characters



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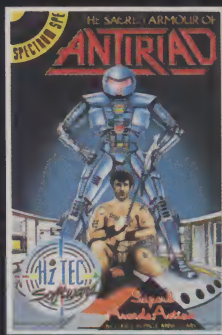
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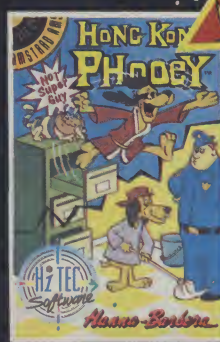


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Times Square, times change. Broadway theatres once ruled supreme, but in November 1990 the star turns were definitely off-Broadway – very far off Broadway indeed. The y were 'In There' – and that, in case you've been dozing in the Bingo hall for the last few months – means in virtual reality, a world of shifting co-ordinates, bit-block transfers, stereoscopic displays, and vector landscapes.

But Intertainment '90 was about far more than inner cyberspace. Game design gurus gathered from around the world, hard-nosed businessmen fenced with each other over multi-million dollar amusement park contracts, and university professors debated the nuances of hyperfiction. The only thing that seemed to be missing was hardware – CD technology, which everyone expected to see showing off its full-motion video, stereo sound capabilities, seemed instead to have slipped into some virtual reality all of its own. And no-one, apparently, knows exactly when it's going to come out.

On these three pages we've given you just a taste of what went on, what went off, and what went wrong. In no particular order...just the way it emerged from 'In There'...and we'll bringing you further coverage next month of the Hyperfiction and Virtual Reality sessions.



Vincent John Vincent showing off his Mandala system: 'an interactive virtual-world technology that can take anyone on a creative, interactive journey into worlds that exist only within the computer'. The performer/spectator stands behind a monitor in an area scanned by sensors. These pick up his image and movements and merge these images with the software running on the computer, creating the sensation of being 'In There' but without all the cumbersome equipment. Jaron Lanier (see page 19/20) calls this approach 'Virtual reality's sister technology'.

That's Intertainment...

VIRTUAL BALLS

'It's the world's first virtual ball!' declared Rich Gold, manager of Mattel's Powerglove project (see also elsewhere in this article). He was talking about *Super Gloveball*, a new Nintendo game programmed by Rare using the Powerglove. Imagine the old *Break Out* games – now imagine seeing your gloved hand on-screen. Now, if you can, imagine the on-screen fingers flexing and spreading as you move your own hand. And finally, imagine your hand moving to and fro across the screen as you move your limb in reality. The fun really starts, however, as you get accustomed to catching, holding, carrying, spinning, and throwing that virtual ball. Yay!

PC MEGADRIVE

Darkly hinted at in the Japanese computer press and confirmed at the Intertainment conference by Sega's US president Michael Katz, the Terra PC is now officially a reality. Only problem is, the release dates, prices, and distribution remain a mystery.

The Terra PC is a very simple idea, but a truly excellent one for anyone who wants to combine work and play. It's a PC with Sega Megadrive circuitry built into the motherboard. So you can load up Lotus 1-2-3 and, when time or absence of boss allows, flip over to your latest games cart at the touch of a switch. Let us at 'em!

CD – THE SHAME OF THE GAME

So what the h*ll is happening with CD then? After years of gab, we'd be forgiven for expecting at least one CD games system to be on the market, but the CD gurus gathered at New York were still promising us jam tomorrow...

The jam, however, does seem a little fruitier these days. First, Dick Arroyo of AIM (see ACE issue 32) made a major commitment to giving us a CD-I full-motion video system 'within 300 days'. Aha! By our calculations that means September 1st, 1991. And complete with full-motion, too, eh? And – he promised – under \$1000. Depending on exchange rates, that leaves Philips and Sony the option of undercutting the price of CDTV when they bring out their own system – and FMV would give them a major marketing advantage over the Commodore machine.

So, a quick question to Nolan Bushnell, currently in charge of CDTV development at Commodore. Would Commodore be delivering the FMV capability (either in-built or as an add-on) for CDTV that a company spokesperson had strongly hinted at when we researched our exclusive coverage of the machine in ACE 34?

'Well,' replied the man himself, 'it's amazing how far they've come with software decompression systems. I wouldn't be surprised if we had a software system that could give us FMV capability by the end of 1991.'

The extraordinary thing is that the man could be right. Software compression technology IS developing at an

Virtual reality,
advanced game design,
hyperfiction, interac-
tive cinema – if it's
interactive, it hap-
pened at Intertainment
'90 in New York. ACE
was there...and here's
the first instalment of
our two part report

PC, AMIGA AND ST POWERGLOVES?

The Powerglove – the most popular add-on in the States for the Nintendo system – shortly to be made available for the PC and possibly other machines as well.

To date, PC owners have been unable to get a Powerglove – unless they wanted to pay around \$8000 for a professional model from one of the big cyberspace companies. Mattel themselves weren't interested in doing a PC version and hence did not take up the PC option when they licensed the technology from original developers VPL. However, the success of the unit has spurred VPL to get other deals on the table and it's now certain that a PC Powerglove is on the way. No-one's entirely sure where it's coming from but Logitech is the name being whispered.

The PC version of the Powerglove opens the ballgame up again to other hardware developers, so we can be fairly certain of seeing Dataglove technology implemented on other 16-bit machines in the near future. Watch this space.

'Close your eyes. I know that's a problem here in New York, but hotel security assure me that you won't get mugged.'

Intertainment lecturer on virtual reality, referring to harsh reality

unprecedented rate. If someone comes up with a bundle of algorithms that can do for the price of a few bytes of storage what Philips and DVI are doing with expensive chip sets, then there are going to be some very sick parrots around.

No-one at the conference denied that CD was the entertainment medium of the future, but when it comes to jam tomorrow, the attendees were understandably more interested in virtual reality (which is jam next century) than in the stale news of compact disk. Sadly, CD-I was demonstrated only in prototype form and CDTV – well, the less said the better. When Nolan Bushnell mounted the stage to show the system off, it insisted on crashing continuously. On that basis it was something of a relief to hear that its launch was to be delayed until Spring '91.

At the end of the day, perhaps the most impressive CD product was Empruve's Cornucopia machine because (a) it worked and (b) it showed just how this technology could change the machines we use and what we get from them. Check it out on page 111 of this issue.

INTERPLAY GET FUR BETWEEN THE TOES

The company that brought you *The Bards Tale* and *Wasteland* have now announced a new version of *Lord of the Rings*. Brave chaps.

Brave, because attempts to squeeze this into silicon – or indeed into any medium other than ink and paper – have hitherto been disastrous. Melbourne House struck lucky with *The Hobbit*, but they sure struck out with *The Lord of the Rings* graphic adventure that came after it. And as for the full length cartoon experience, well...the less said in a cutely voice with big goo-goo eyes and appalling animation the better.

DETERON

Kellyn Beck, designer of Cinemaware's *Defender of the Crown* and *Rocket Ranger* plus EA's *Centurion*, demonstrated a new role-playing game featuring digitised live actors, called *Deteron*. Impressive location graphics accompanied character mug shots with complex encounters based on emotional attitude, prior game actions, and previous meetings – plus real human voices. Stand by for a full ACE report in the near future...



CDTV's galore – and they all worked...sort of. Commodore announced 35 titles for the system during the show: a very mixed bag that included *Sim City*, *Sword of Excalibur*, *Battle Chess*, *World Vista Atlas*, and *New Basics Electronic Cookbook*. Also mentioned were interactive versions of *Cinderella* and (as previously reported exclusively in ACE) *The Tale of Peter Rabbit* with added music and sound effects.

Interplay, however, reckon they've got a game that really does justice to the great original. Certainly, when it was demo'd by Paul Jacquays, it looked pretty enough. Times of Lore-style angled overhead graphics combine with an open map, emphasising that 'One of the key aspects is to be able to go anywhere with minimal restrictions.' There's a comprehensive icon control panel at the bottom of the screen and the gameplay is standard

RPG with an *Ultima VI* style party display – in other words, you see all members of your party trotting about after you in your current location.

'With most games based on existing literature, players who have read the book would obviously know how to solve the problems. And if you change the plot, everyone complains. We've got round this by maintaining the old plot



Danny McCall, president of Empruve, the developers of the very sexy Cornucopia DVI system. See page 111 for more details

IN PERSON CHRIS 'BALANCE OF POWER' CRAWFORD

If anyone is going to get the world to take interactive entertainment design seriously, it's this guy, who puts more energy into his work than most



developing nations put into their third world assistance programs. Editor and publisher of the authoritative *Journal of Computer Game Design*, Chris leapt off the stage into the audience and began to deliver a fast, furious assault on conventional game design concepts...

'There's a minimum acceptable level of realism in games,' Chris began, '...and it varies from subject to subject. For example, in a flight sim you can say that part of the equation is a frame rate of 8 frames a second. Above that, and the quality is acceptable. Below that, and it's irritating, it's difficult to relate to, it doesn't work. But there's also a maximum acceptable level of realism. Take sleeping in RPG's. It's realistic alright, but it's dead boring! So you have a 'window' of acceptable realism with upper and lower limits and the position of this window varies according to the subject your simulating. For example, *Wing Commander* has a fairly low window – the level of realism achieved by the graphics and sound is acceptable for the subject being simulated. But use those same standards to do a simulation of *Twin Peaks* and you'd get laughed out of court!'

Chris then went on to talk about 'operational' and 'perceptual' realism. The latter refers to the quality of sensual replication of the world, the former to the quality of mechanical replication. 'For example, Lucasfilm's *Battle of Britain* has great perceptual realism. You're in the cockpit shooting down the bastards! But the operational realism is not so good – in a dog-fight your opponent sometimes, for no reason at all, simply flies straight down into the ground. I consider this to be major blunder!'

By the time Chris had finished speaking, he'd taken quite a few game designers down by a peg or two. Because, as he pointed out, when it comes to perceptual realism, we 'may have machines with 256 colours, great 3D graphics, and wonderful stereo sound', but when it comes to operational realism, 'we



Gail Wellington, the driving force behind Commodore's CDTV software development, does a spot of programming on an Amiga 3000 prior to the CDTV demonstration...

but adding in new characters who could have been there and building up separate stories around them. Existing characters who played minor roles can also be built up.'

You start off by recruiting Sam and Pippin and having a spot of argy-bargy with your self-seeking relative Lobelia. And no-one, absolutely no-one 'sits down and sings about gold'.

PERSONAL INTERACTIVITY ENHANCEMENT

There's a revolution in personal entertainment coming, all springing from the development of portable telephone technology. The beepers you love to hate are now going digital – and truly personal. Conference sponsors Nynex announced a new range of personal phones that use a new bandwidth manipulation system, effectively allowing everyone to have one – with the old systems, the airwaves got so clogged up that numbers had to be severely restricted. 'When the new system launches,' promised (threatened?) a spokesman, 'a telephone number will no longer denote a place – it's a person. And if that number goes out of service, you've gone!' In other words, you won't get number unobtainable, you'll get person unobtainable. And we can all guess what that means.

However, this same technology will be used for interactive personal entertainment devices, including an 'addressable Walkman' that can 'download' your choice of the latest hits. More efficient use of the airwaves will also give us 'video on demand' – TV-style units that can play your own selection of movies. Even more interesting, Nynex and other companies are researching compression techniques that will enable them to shovel even more information down your antenna, leading to the development of interactive TV with several parallel channels broadcasting simultaneously, allowing the user to 'branch' between them.



CDI, DVI – and now...TVI! Videotron's interactive television system allows the viewer to modify the course of a TV program or select a camera shot using the TVI keys on a special remote keypad. Interactive television offers multiple choices within a live or taped TV program such as a musical, a quiz, a drama, or a variety show. Stand by for a detailed ACE feature in Spring 1991

IN PERSON RICH 'POWERGLOVE' GOLD



The Powerglove responds to 14 different motions and can occasionally rise up against its master – or, in this case, one of its creators, Rich Gold

dresses worked flat out to find an answer, but even Ken agreed that the final design wasn't perfect. 'Virtual reality is obviously the next step in the Powerglove story,' agreed Rich, 'but if we had more time to work on it, it isn't the technology we'd devel-

You're looking at the man largely responsible for bringing you Mattel's Powerglove. 'Would you believe', he asked, 'that the technology side of the system was a doddle? It wasn't the electronics that caused the problems, it was the tailoring of the glove. People's hands really vary in size and shape and we had great difficulty getting a fit that would suit everyone.' The answer, believe it or not, lay in Barbie Doll technology. The girls who put together the Barbie

'Never go onto the stage with children, animals, or multimedia...'

Nolan Bushnell, when the demonstration CDTV system crashed....again



The Marriott Marquis hotel on Times Square, scene of the Entertainment '90 conference

IN PERSON BRIAN 'BEYOND ZORK' MORIARTY

Brian has already appeared in ACE (issue 31) and he sent good wishes to all readers. When he addressed the

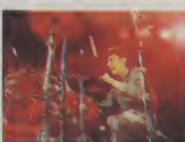
Entertainment audience, one of his main arguments was the way in which game designers, particularly those producing fantasy scenarios, are constrained by old habits.

'In the early days', recalled Brian, 'memory was so short that an adventure game designer could only include objects in the locations that were vital to the story. It therefore became a habit for players, on finding an object, to do everything they

could possibly think of to it. That's limiting for me as a modern designer – for example, I can't just put a glass in a room to help set the scene because every player will pick it up, examine it, bash it, throw it...'

He also reiterated what is obviously a major personal concern – since he told ACE readers about it the last time he appeared in the magazine – and that's the question of stereotypes in games. On the one hand, 'stereotypes are useful for games designers. Shove in a dwarf and everyone will know that he's short, hardy, good with an axe, and skilled at picking locks.' However, to invent new character types in games requires extensive memory and gameplay additions to introduce them. Brian then demonstrated Loom, in which he tried to get around this problem by packaging a complete background scenario on audio cassette. It worked, but at a cost.

Sadly, Brian is moving into educational software development, so we may not be hearing so much from him on the games front in future. Let's hope the man who brought us *Wishbringer*, *Beyond Zork* and the infamous Coconut of Quendor doesn't stay away for long.



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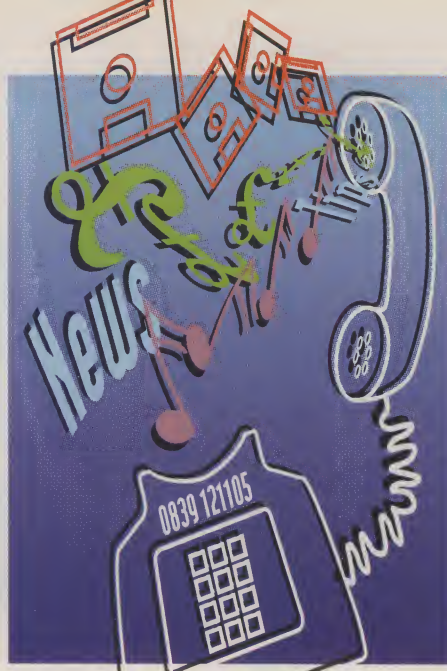
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GET INTO INTERACTION



At 12.00 p.m., Wednesday December 12, ACE launch the Ultimate Interactive Experience - the most fun you can have with your index finger!

The ACE Interactive Newsline is changing, becoming more than a mere newsline, more than a simple competition, metamorphosing into the **ULTIMATE Interactive Experience!** News, competitions, tips, interviews - it's got the lot! But this is going to mean remembering loads of 'phone numbers, right? Wrong! Just one number leads you into an incredible world where, simply by **TALKING** into your 'phone, you can access every service on offer. Remember, only ACE can do this, because ACE is the future!

We're kicking off the new improved service with a fantastic competition based around *B.A.T.*, ACE-rated on page 80 of this very issue, **PLUS** the opportunity to listen to *B.A.T.*'s programmers talking directly to **YOU** about their excellent game, **PLUS** the familiar ACE Newsline, the only way to find out the very latest and greatest on the computer games scene.

So get ready! Remember, the fun starts at **12.00 p.m., Wednesday December 12.**



John McDaid, hyperauthor - check out his wares next issue

FUTURE 'PHONE FUN

By calling the ACE Interactive Number you'll get instant access to **EVERY** 'phonline service. In addition to the long-established Newsline, over the coming weeks you'll be able to enter major competitions with **EXCLUSIVE** prizes, listen to programmers talking about their latest games (this month's *B.A.T.* bonanza is just the beginning), get purchasing power by listening to definitive ACE mini-reviews of games just received, hear the hottest tips for the hottest games, and loads of other stuff so secret that it can't be revealed just yet. Stay tuned - the best is yet to come!

In ACE issue 41 next month:

INSIDE INTERACTION

- What is an interactive 'phonline? How can the 'phonline recognise my voice? Just what does happen when I make that call? Next month ACE reveals all when we take you behind the scenes of Broad Systems (the brainy bods who operate the ACE 'phonline).
- ACE has been skipping Stateside again and brings you exclusive news on *HYPERFICTION*, the future of interactive fiction.
- Could Marconi, manufacturers of combat simulators for the Armed Forces, be making a move into computer games? ACE reveals all - next month!
- An exclusive look at the forthcoming *Martian World* from Origin.

YOU DON'T WANT TO MISS OUT, SO HAND THIS FORM TO YOUR NEWSAGENT NOW!

DEAR NEWSAGENT,

I like the magazine so much, I want to buy the company. Unfortunately, because I am not as rich as that bloke from the shaver and nose-and-ear hair trimmer ads, I guess I'll have to settle for a copy of the very reasonably priced February issue of ACE Magazine (Advanced Computer Entertainment), due out on Tuesday January 8. I will be forever in your debt.

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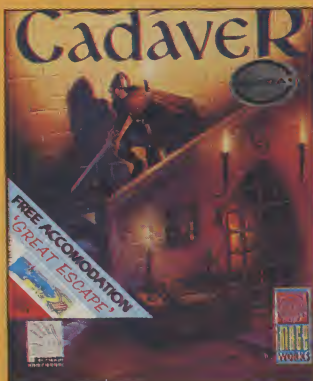
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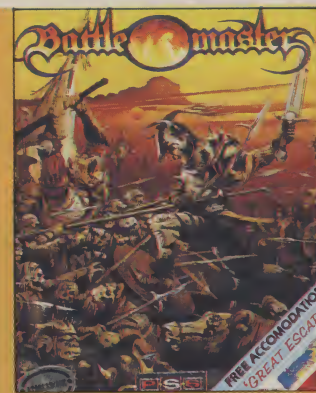
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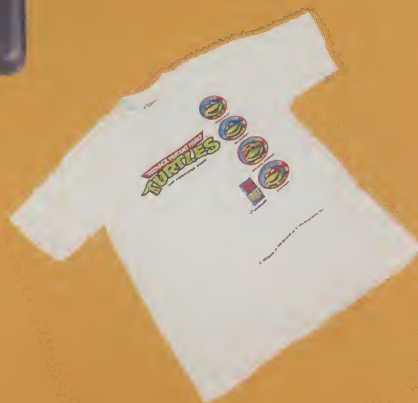
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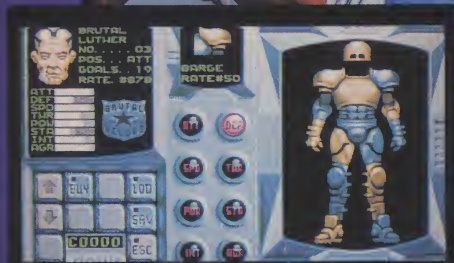
BRUTAL DELUXE



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It's two years since the last ball was thrown on a Speedball pitch. There are new teams, new stadia and new rules. The arena is bigger, the players are tougher and the action is faster than ever before.

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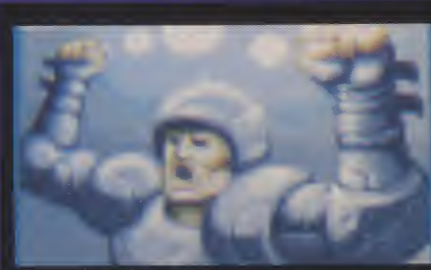
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SCREEN TEST



Prince of Persia: this may not look that hot in a screenshot, but just wait till you play it. Superb – check it out on page 83



Gauntlet 3: will the archetypal multi-player fantasy be able to hack it in 3D? Check out the ACE preplay on page 54

ACE RATED!

Question: Is this game really going to grab me? And for how long?
Answer: the PIC curve – the heart of the **ACE Rating System**.

The PIC – *Predicted Interest Curve* – is the most sophisticated reviewing tool around.

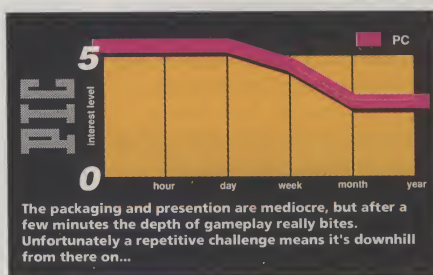
We on ACE know you don't just play a game – you experience it. The Predicted Interest Curve is the only review system that takes this all-important factor into account.

The curve is divided into six sections, indicating the player's adrenalin level after one minute, one hour, one day, one week, one month, and one year. And this can tell you a lot more about a game than just the interest levels...

For example, a high one minute rating means that the game must look fantastic and get you all excited from the word go. That means it's probably a good game to show off to the neighbours – who probably aren't going to pay attention for much more than a minute anyway.

The minute, hour, and day ratings can tell you a lot too. If there's a dip here, followed by a rise, you've got a game that may take a bit of getting into. Alternatively, the graphics may put you off for a while until the gameplay starts to grip. Check out the PIC comment for more details.

Finally, you've got the month and year ratings. The better a game holds up here the more deserving it is of your hard earned cash.



- The very fast multi-level parallax scrolling
- Excellent sound effects in the dentist's waiting room
- Gameplay in the 3D maze Barbican section



- Limited use of objects
- Over-frequent disk access
- Colour combinations in the bedroom scene

We won't rate a game unless it represents what you'll find on the shelves. If a game's not finished, we won't rate it. Instead we give it an ACE Preplay verdict panel that tells you how we think it's shaping up. In most cases, a full review of the finished game will follow in a later issue.

ACE AWARDS

ACE always awards seals of approval for outstanding software performance. If a game really breaks the boundaries in sound, graphics, or originality you'll see the appropriate ACE Award flash on the review. Unless it's truly dire – in which case it'll get the ACE Turkey award. Software houses: you have been warned!



ACE only awards this one to games of outstanding quality. A 900+ game is a classic title, recommended without hesitation.



Originality counts for a lot these days, and any games that have it deserve a special mention. This ACE award is reserved specifically for these rare games.



One of the first things to grab you in a game is its graphics. Games that redefine the state-of-the-art get this seal of approval from ACE.



Sound is the 'forgotten' aspect of games – but can make or break them. ACE only awards this one to brilliant use of audio in a game.

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Megadrive *Strider*, Gameboy *Boulderdash* and more....enjoy!

ON CD page 111

Exclusive preview of the latest DVI Workstation



MICROPROSE are

preparing to unleash a

multi-chopper assault on

the simulation market.

ACE went to the USA

to catch an exclusive

peek of the game in

development...

GUNSHIP 2000

Gunship has to be the most popular helicopter combat game ever – Microprose claim it still lifts off the shelves in respectable numbers, despite having been released over three years ago. Attention to detail, extensive missions and lots of incidental interest as you climbed up through the ranks made *Gunship* a winner.

Times have moved on, however, and *Gunship*'s role as Top Gun of the chopper squad has arguably been surrendered to newcomer *LHX Attack Chopper* from Electronic Arts. Military sim

technology has improved in other ways, too. First you've got the obvious advances in 3D graphic routines and this has been accompanied by an increasing concentration on strategic diversity. Microprose's own *M1 Tank Platoon* pointed the way ahead on this last count, giving the player greater strategic opportunity by adding in more vehicles. Now, in the same vein, the company are out to regain air supremacy with *Gunship 2000*.

'This game is more revolutionary than evolutionary,' declares game designer Jim Day. 'First, you've got multiple helicopters in flight at the same time. As the commander of a five chopper platoon, you can tailor your outfit from a whole range of state-of-the-art gunships including Blackhawks, Apaches, Cobras, Kiowas, and more.'

Quantity doesn't mean degraded quality, however, and Microprose have wisely ensured that the player still has access to total single chopper capability and gameplay whenever he wants. However, the ability to man, equip, and command an entire platoon adds enormously to the challenge.

What's more, you get a far greater number of armament options in *Gunship 2000*. The game designers spent hours poring over army manuals

MEET THE TEAM

Work on *Gunship 2000* started in Spring 1990 and, by the time it's finished, will represent nearly ten man-years of work. A significant proportion of this was devoted to the development of the new 3D system.

Lead programmer Darrell Dennies is actually a true-blue Britisher and it may come as no surprise to discover that he served his programming apprenticeship with Digital Integration. Additional programming is being done by Detmar Peterke, artworks by Michael Reis, and marketing inspiration by Moshe Milich. Game design is by Jim Day.



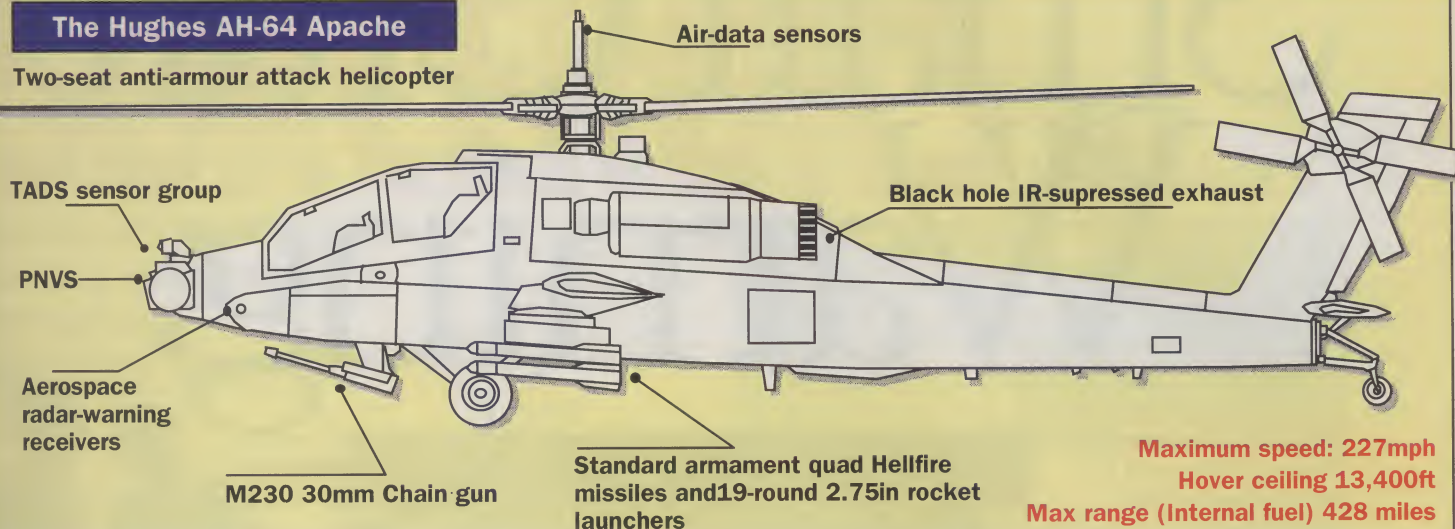
Games designer Jim Day (on the left) and Darrell Dennies relax in Darrell's dug-out at 'Prose's US headquarters



Now here's a neat idea, though it's not 100% certain it will be included in the final version. You can remove the cockpit display (except for vital gauges) and give yourself a better view of your surroundings. Here you're near the runway...

The Hughes AH-64 Apache

Two-seat anti-armour attack helicopter



FLASH TOPOGRAPHY

To do justice to the enhanced gameplay features of *Gunship 2000*, Microprose have developed a powerful new 3D system. Called 'Topographical 3D', the system has two main advantages over its rivals. First, it's faster (although 'Prose point out that this game is designed for more powerful 68000 micros and PC 286+ machines). Second, it allows the programmers to include more terrain details without bogging down the system. Result, more detail, faster action, and larger maps. It could take you at least quarter of an hour to fly in a straight line across one of the worlds, giving you a vast playing area.

and the result is that every type of chopper can be kitted out with practically any variety of real-life compatible ordnance.

WEST END THEATRE

There are two Western theatres of war for *Gunship 2000* missions: the Persian Gulf (ironic, eh?) and Europe. The Gulf scenarios, although still in an early stage of development, already have the ring of familiarity about them, but the European scenarios look to be something quite spectacular. There's something rather eerie about piloting a few tons of war machine over cornfields, windmills, and the green, green grass of home.

Long-term interest is something that Microprose sims have never been short of, but

ACE PREPLAY



Multiple chopper capability
Enhanced strategic opportunity
Greater terrain details
Data disk compatibility



Will only run on 16-bit machines and more powerful PCs
...Otherwise, nothing yet!

Release Details

On all 16 bit formats in Spring/Summer '91,
prices and release dates to be announced



Now for the first time you can fly gunships over home territory as Microprose include a European scenario. Stoke Poges, your time has come!



Varied viewpoints are now de rigueur in all flight sims and *Gunship 2000* gives you plenty of options. There's rather more to see, however, because first you have up to five choppers and second you make them do much more interesting things – true to modern helicopter design, some of them can even do rolls and loops!

this time the company are really making sure that *Gunship 2000* sticks around till its namesake anniversary by building in full scenario disk capability. Wherever there's trouble and dissension, wherever the forces of good are required to dump vast amounts of high-ex into the back gardens of the forces of evil, the data disks will be able to send you there.

Gunship 2000 is shaping up to be another

superlative long-term interest challenge in the true Microprose tradition. It also points the way forward for air combat sims by increasing the strategic elements and adding multiple command units. We'll be following the game's development over the next few months in ACE and the game should be ready for final review in Spring 1991. We can't wait...



A shot from the Gulf scenario, approaching an oasis in the middle of the desert. The Topographical 3D system litters the map with terrain detail – there's never a dull moment while you're in the air, even if there's nothing to obliterate

Small Craft Warning.

Prepare for a storm. Of bullets.
Gunboat.[™] Eight tons of U.S.
Navy firepower crammed
into a 31 ft. hull.



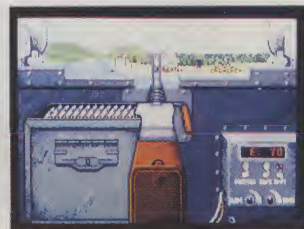
The fastest, most agile arsenal
ever to turn 29 knots up a jungle
river.



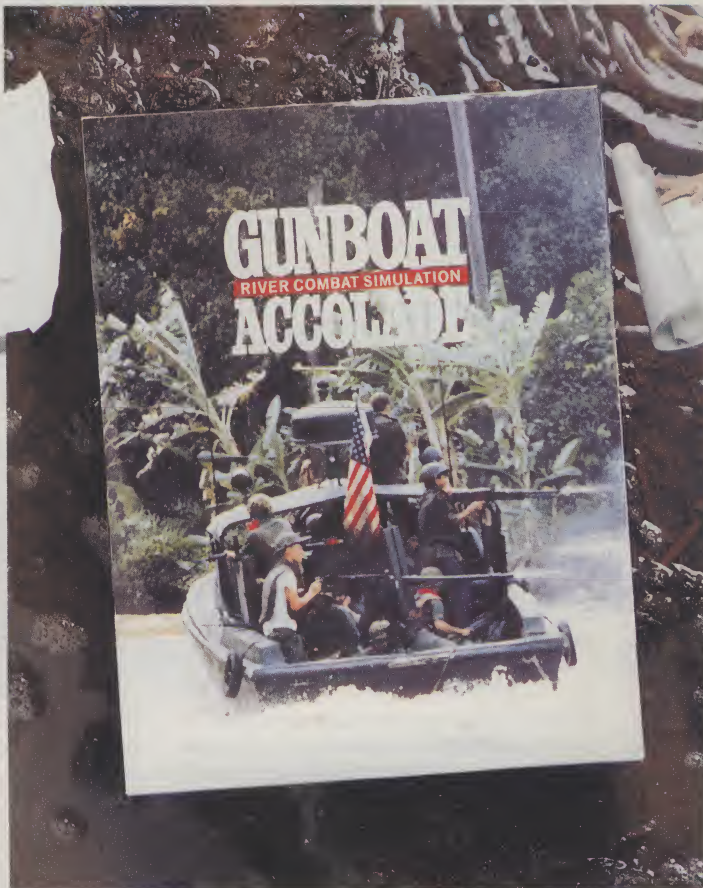
Now you're at
the helm.
Accolade's
Gunboat
lets you



experience the intensity of deadly,
close-quarters, full-
throttle combat.



River combat, where an
enemy ambush lurks around
any bend, up any canyon or by
any bridge.



Climb aboard an authentically
detailed river patrol boat (PBR)
and get a 1st-person perspective
from 4 battle stations.



Uncoil twin M60 machine
guns and grenade launchers on
renegade Viet Cong, Panamanian
rebels and the murderous
Colombian drug cartel.

They're all on the river. Waiting.
Polygon-fill animation and
bit-map graphics immerse you
in the steamy reality of 3 swel-
tering combat zones. Twenty mis-
sions lie ahead, in countries
where the mortar fire is as thick
as mosquitoes.

Gunboat. The water's about
to get rough.

Screen shots are only intended to be illustrative of the game
play and not the screen graphics which vary considerably
between different formats in quality and appearance and
are subject to the computers specifications.

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SORCERERS GET...

Ex-Infocom personnel create a new LEGEND for Microprose

Say what you like about adventure games, there are times when the industry comes up with a cracker that any gamer with half a brain ought to shell out for. *Hitchhikers Guide to the Galaxy*, *Lurking Horror*, and *Wonderland*, to name but three – and two of those came from the now-defunct Infocom.

Adventure scenarios, like books, tend to draw the bulk of their inspiration from a single author, unlike other games that are usually team efforts. Lucasfilm have managed to grab Brian Moriarty, who's recently given them *Loom*, and now another Infocom genius, Steve 'Leather Goddesses/Planetfall' Meretsky, has teamed up with some Infocompanions to form the Legend label, distributed by Microprose. *Sorcerers Get All The Girls* is his first Legendary product.

And it's excellent, no doubt about it. Although it suffers from an extremely annoying parsing defect, this is a graphic adventure par excellence. It may not have quite the technical sophistication of *Wonderland*, but it makes up for that by generating a great deal of text, some nifty pictures (with a tad of animation), and a complex story structure.

As Ernie Eaglebeak you start the game playing punchball for your wicked stepfather. You take refuge at Sorcerer University where you get stuck into student life until someone from a marauding band of philistines clobbers you on the back of the head. When you awake, the university is deserted and you have a vague inkling

that you must locate your erstwhile Professor Tickingclock and reassemble the infamous Sorcerers Appliance using five scattered components.

A LA CARTE

SGATG, like *Wonderland*, combines point-and-click menu input with traditional typing. You don't HAVE to do any typing at all, but the menu system isn't as comprehensive as *Mag Scrolls* and you may well prefer to do so. There are verb, noun, and preposition menus that enable you to construct any sentence and the parser is (with one major exception) excellent.

The display includes a compass rose that shows possible exits and some options buttons for selecting different screen configurations. The latter include a map display, showing your current location and offering a 'click on it and you'll go there' facility (which only really works for adjacent locations). You can also have a text-only display, location graphics and play around with the various report elements to create a screen layout that suits you best. When location graphics are displayed, clicking on an object describes it and double clicking does the 'obvious' thing with it (usually getting it).

All this is a vast improvement on earlier adventure titles but is still not up to the *Wonderland* standard. The effect is spoiled by one major parsing shortcoming which used to be standard but nowadays, frankly, has to be regarded as a right pain in the a**e. This is the old, unintelligent 'I need to be told to do everything approach' that rears its head when you try to open a door. It goes something like this:

ENTER SHED

The shed door is closed

OPEN DOOR

The shed door is locked.

UNLOCK DOOR

Unlock the shed door with what?

UNLOCK DOOR WITH KEY

Which key? The little brown key or the big metal key?

UNLOCK DOOR WITH THE LITTLE BROWN KEY

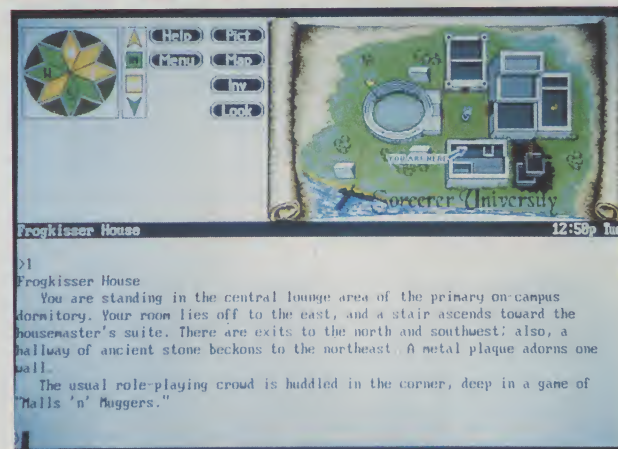
OK

ENTER SHED

The shed door is closed

OPEN DOOR

OK...



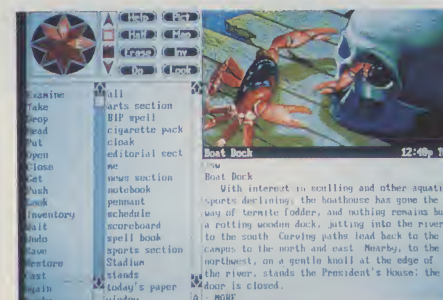
We've got rid of the menus and called up the map option, enabling us to get more narrative on screen at once and move from location to location by clicking on them...

Nowadays, if I want to enter a locked shed and I have the right key, I expect the program to do it for me without all this needless fuss and bother.

On the good side, however, SGATG is a big game with an involved and engaging story. You may not like the humour much – some of it is truly dreadful – but you will like the narrative variety and the numerous little sub-scenarios you can eavesdrop on or get involved with. And of course there's also the small matter of casting spells (especially the ENLARGE BUST one, ahem...) and the girls – who actually play a rather less titillating role in the story than you might expect.

If you fancy a romp through a fictional world, casting spells, chatting up the girls, and getting into some very tight corners, this is the adventure for you. Definitely up to Infocom standards and a promising debut for Legend.

● Steve Cooke



The default screen layout gives you the option of either mouse control using the menus on the left or typing using the text window on the lower right

The documentation arouses interest and a couple of subdued laughs but it doesn't get the adrenalin pumping out of your nostrils. Neither does the first glimpse of the game and the rather unwieldy menu system. However, you soon begin to appreciate the narrative detail and the numerous diversions and after a day's playing your hooked – until you crack it.

ACE RATING

895

Great graphics and – if you've got a sound board – superb musical interludes. Unexpanded machines get some impressive samples via the beep module, but they're so quiet that you can hardly hear them – not a great success. Not recommended if you don't have a hard disk: the game comes on nine 5.25" floppies and requires over 3 megabytes of disk space.

RELEASE DETAILS

Currently on release only in the States, but Microprose UK will be making a UK distribution decision in the near future. Watch this space – but if you can't wait 'phone US 'Prose on 0101 301 771 6700 for mail order details.

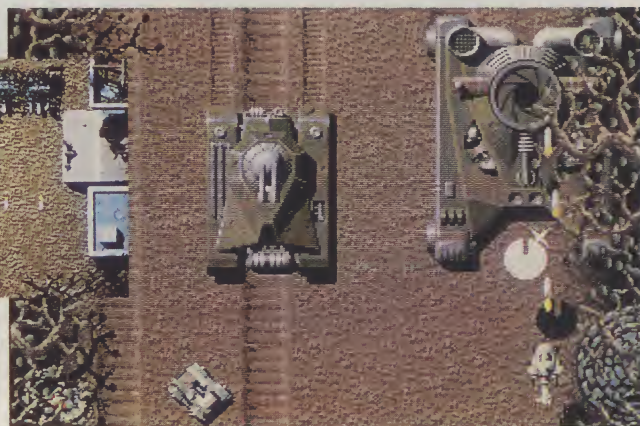
... ALL THE

GIRLS



Ghost Town. Nice and gentle to start with. Only a side gun and a gentle trickle of choppers to worry about. Lovely.

The action swiftly heats up. Note the craters in the floor left by exploding tanks.



...And the big tank said to the little tank, "You're too young to smoke" (or something).

SWIV

THE SALES CURVE launch you into an orgy of destruction from the programmers of *Silkworm*

Remember *Silkworm*? Two players (one in a helicopter, the other in a jeep) turning hundreds upon hundreds of tonnes of enemy hardware into junk with homing missiles, ground-to-air rockets and machine guns?

Well now the 'magic' is back with *SWIV*, possibly the most gratuitous death-fest ever served up on computer disk.

This sequel in all but name has been coded by the *Silkworm* team, Random Access. The most obvious difference between *SWIV* and its predecessor is the top-down view. There are no shocks in store, but a couple of pleasant surprises for fans of the original.

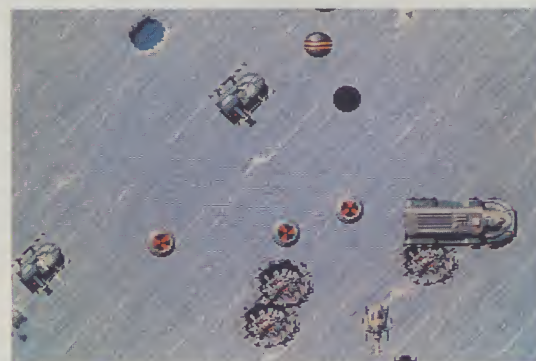
Rather than being broken down into stages, the action takes place through one level which is split into various landscapes. Disk access is continual, but completely unobtrusive, thanks to

some thoughtful forward planning. Little chunks are pulled off the disk the whole time, rather than big blocks having to be ported across breaking up the rhythm of the violence.

While the distinction between stages inside a level and level changing may seem a bit academic, it makes your mission seem a bit more realistic; working your way across a huge landscape rather than numerically defined levels. Bit of a marginal point, but a nice touch none-the-less.



At the end of the airbase stage, the Jeep (if you're in two player mode) turns into a speedboat for the up-coming sea level.



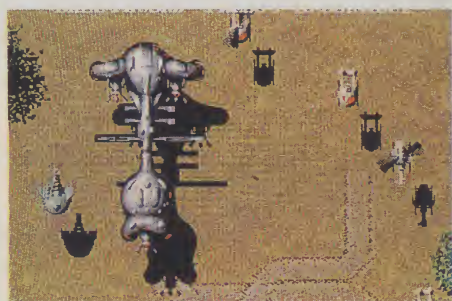
The apocalyptic ice-rink. The frozen wastes are filled with mine-laying ships and ski-sleds. Tricky territory for the jeep.

The usual dangers are faced by the two players, and the guys at the Sales Curve claim that the game will throw up an appropriate level of resistance to block your progress depending on your performance. Novice blasters will have an easier time (in the initial stages) than experts who shoot everything on the screen.

While Player One remains in his – albeit powered up – helicopter for the duration of the game, Player Two can have an absolute scream, 'cause whenever his jeep reaches the water – boing! – it turns into a speedboat.

Among the background graphics we are promised are a ghost town, a desert level, an futureworld, a spaceships' graveyard and plenty more. There's even grassland section where the jeep can trundle around leaving patterns in the corn. The mid-level baddie for this stage rises up from the field leaving mystic-looking circles in the corn. Oo-ee-ooh!

● Jim Douglas



"Circles in the corn, round and round", etc. Note the tracks left by the jeep in the grass.

ACE PREPLAY



High level of violence
Lovely backgrounds
Non-irritating disk access



High level of violence
Shoot-outs aren't as exciting as they were, especially when not supported by license razzamatazz

Release Details

AMIGA	£24.99	Jan '91
ATARI ST	£24.99	Jan '91
SPECTRUM	£10.99cs • £14.99dk	Jan '91
C64/128	£10.99cs • £14.99dk	Jan '91

HARD DRIVIN' 2

Domark, keen to maximise the new interest in the year-old *Hard Drivin'* stirred up by the *Wheels of Fire* compilation, invites you to put – if you will – pedal to the metal once again

Hard Drivin' II isn't converted from an Atari coin-op. Rather it's Domark's own sequel to its biggest hit of last year. With the promise of faster, more attractive graphics, three new courses and a track editing facility, *HD II - Drive Harder* (ho ho) appears to be one of the more comprehensively improved sequels of late. Original author Juergen Friedrich has returned to lend his programming razzle-dazzle, and he's not been messing about either. Thanks to Jeurgens techno-wizardry, you can now connect your ST, Amiga or PC to another machine for some head-to-head two-player action!


The track editing 'suite' is heavily detailed, and it looks a bit unfriendly at the start. A crosshair sight and a powerful zoom facility enable absolutely spot-on editing. Far more flexible than many track editors around, *HD2* allows you to put houses in the middle of the road, bridges leading into rivers and deadly bends, well, anywhere you want.

It's obviously worth remembering, though, that you have to drive on the course yourself, and however amusing it may be to make the cars perform nigh-on impossible feats at every turn, that the computer driver will probably fare a lot better in tricky situations than you on your first drive, even on a course of your own.

Hard Drivin' II, unlike the original, is for 16-bit owners only. Perhaps a wise decision in the light of the 64 version.

● Jim Douglas

ACE PREPLAY



● Faster, better graphics
● New courses
● Track editor



● Will the tricky car control from Part One be sorted out?

Release Details

AMIGA
£24.99
Imminent



Bridge approach. The frame rate has been much improved. Instead of the jerks of its predecessor, the new game moves even large objects with a good turn of speed.



The track editor in full swing. The rather unfriendly looking set of switches is misleading. It's as easy as pie to put together a track of your own. There'll be houses in the middle of the road before you know it.



Taking the outside route with the Photon Phantom. Win the race and the Phantom takes on your abilities and style. Spooky.



The Hanger Lane gyrotory system will be a breeze after this. Best not to tangle with this vehicle, concentrate instead on getting your car up to a speed to perform the famous loop.

Something is seriously warped when hooligans invade the pitch and start playing the game! You can think of this futuristic sports-sim as a cross between American Football and Rollerball. Let's play Speedball.

The ball launches into play and the crowd roars with anticipation. Up against the computer or another human player, Speedball winners score the most points – not necessary the most goals. Points are gained by scoring goals, injuring your opponents players and throwing the ball at strategic locations around the stadium. Your team is split into attack, midfield, defence, a goalkeeper and substitutes. The game is played over a eight-way scrolling pitch. Every match is divided into two halves, each lasting 90 seconds. Players can collect pick-ups which appear round the pitch. Tokens affect the entire team and last for a limited amount of time. These collectibles



The guys are back in the running.

Chalk one up to the Dallas Destroyers.

SPEEDBALL 2

More frantic ferocious fun from IMAGEWORKS

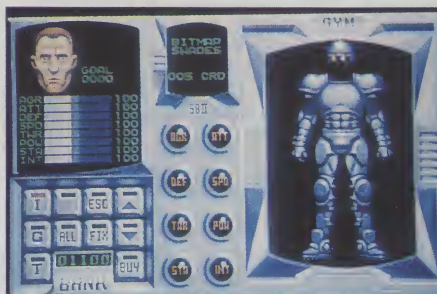


Not so much Robocop as Robomedics as another player bites the dust.

can freeze your opponents team, reverse their joystick movements, give you possession of the ball, make your team immune to tackles, and so on. In addition, pieces of armour and weaponry provide the likes of stronger attacking, greater throwing and increased defensive abilities when picked-up. Every player has individual attributes which affect their performance during the match. In-between games you can purchase better player-ability (ouch).

So how does Speedball 2 improve on the original? Larger pitch, smoother control and a player-manager element to name but three. Speedball 2 is a brilliant competitive two-player game which ranks alongside the likes of Kick Off and Tetris. As a single-player game, I'm a little less sure. Although the Bitmap Brothers spent about 40% of the development time working on the Artificial Intelligence for computer controlled players, the game still has to be played as a two-player game to get the most out of it.

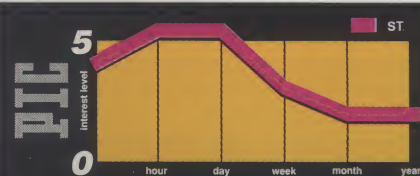
• Rik Haynes



Buy yourself a better body in the gym but be careful... too aggressive players will rather fight their opponents than score goals while a smart squad has quicker reactions and makes more off-the-ball attacks on the opposition. The only way to be sure is mix to the max.

BETTER THAN ALL THE REST

If you think Speedball 2 looks good on ST wait till you play the Amiga version. The Bitmap Brothers are using the advanced audio-visual features of Commodore's baby to produce a superior game. For instance, Speedball 2 on the Amiga will incorporate digitised sound effects – handled by Richard Joseph – for grunts, slides, crowd noises, announcer comments, etc. Instead of boring panels, the pitch will have proper markings. This, coupled with a 32-colour palette and even smoother scrolling, will make Amiga Speedball 2 a title for those gamers who demand that little bit extra from their games.



The original was extremely playable, but this sequel has playability refined to breaking point. Even the violence is cute in a brutish sort of way. It's very easy to get into with enough adrenaline-activating action to keep you interested for several hours of intensive ball brawling. Speedball 2 will join your collection as one of those games you can go back to every so-often for a quick burst of total aggression. Satisfying gameplay and sexy presentation – what more could you ask for?

ACE RATING
889



Well brutal graphics and splash screens, but I was a little disappointed with the lack of any digitised screams when you pummel the opposition into the ground. Rhythm King's Nation 12 (John Fox with some ex-Fall and Bomb the Bass characters) produced the mellow mix on the title screen – the muffled quality of the sampled instruments actually improves the overall effect of this dance track. The game slows down slightly when players move horizontally. The version reviewed came as a pre-production disk and photocopied manual, the Bitmap Brothers told us it was 98% finished. The only things left to do were "minor tweaks" to the game.

RELEASE DETAILS

ATARI ST	£24.99dk	OUT NOW
AMIGA	£24.99dk	OUT NOW
IBM PC	£TBAdk	IMMINENT

No other versions planned

SPEEDBALL 2 -THE MOVIE ?

So if the Bitmap Brothers were to convert their latest effort onto the big screen who would they get to direct and star in the movie? Eric Matthews, the designer of Speedball 2, leaked the line-up to ACE. Dennis Hopper (Manager), David Lynch (Centre Forward), Glenda Jackson (Left Wing), Debra Winger (Right Wing), Marlon Brando (Left Midfield), Rutger Hauer (Centre Midfield), Jack Nicholson (Right Midfield), Charlie Sheen (Left Defence), Norman Tebbit (Right Defence), Robbie Coltrane (Goal). In keeping with the cyberpunk feel of the game, Ridley Scott – the director of Blade Runner and Alien – would direct. More surprising is the Bitmap Brothers choice for scriptwriter... Alan Bennett(?) Nation 12 would provide the soundtrack and the whole thing would be filmed in the (reconstructed) Albert Hall and on-location in Bromley. Remember you read it first in ACE!

From portable console to the home computer. US GOLD wonder if you can spot the Lynx?

CHIP'S CHALLENGE



AMIGA - There's an old piano and they play it hot behind the green door. But where is it, Shaky?

Chip McCallahan is the All-American computer nerd. Desperate for acceptance into the Bit-Busters computer club (and a chance to get in the luscious Melinda's good books) he accepts their entrance challenge of umpteen levels of puzzle action.

SECRETS OF THE LYNX!

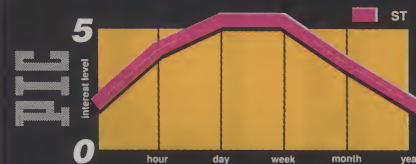
Owners of Chip's Challenge on the Lynx, Atari's portable colour console, should try the password 'MAND'. The screen will go blank, then start generating that fractal phenomenon, the Mandelbrot Set. It takes a while to fully form (although significantly faster than the ST or Amiga, thanks to the console's custom maths chips). You can fiddle about with it using the joypad and the buttons - explore and enjoy!



ATARI ST - Vive la difference! (In fact, there's none at all between Amiga and ST versions.)

The aim of each level is to find the hidden computer chips and use them to allow access to the transporter to the next level. But there's much more to the game than just running around a maze: there are deadly rivers, fire pits and bombs to avoid; switches that operate traps; bizarre (and Chip-hungry) monsters to escape; slidy icy paths; doors that need unlocking; and other perils too numerous to mention.

Each level has its own password so you can skip ones you've completed. You don't have lives - you can plug away at the level as long as



Your jaw won't exactly hit the floor when you load it up - like most puzzlers it's the game that matters, not the graphics. The first few levels are clever tutorials that prepare you for the challenge ahead - and what a challenge! Each of the 144 levels is very different in flavour and solution, and they should keep even the smartest player going for a long, long time.

ACE RATING

835



ACE RATING

835



AMIGA

The graphics and sound are, frankly, dull, but they serve their purpose. The different levels exhibit a huge amount of fiendish imagination in their lay-out, and the amount of variety in the challenges is remarkable. Recommended for all puzzle fans.

ATARI ST

Nothing more to say - identical to the Amiga in just about every respect.

RELEASE DETAILS

AMIGA	TBA	Jan 1991
ATARI ST	TBA	Jan 1991

No other versions planned

you like, but when you die you have to start again from the beginning. Die on one level too many times and you'll be asked whether you want to try the next level, so there's no fear of getting stuck.

● David Upchurch

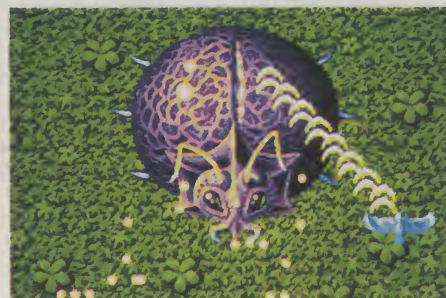
WINGS OF DEATH

Thalion get in a flap, but will you?

Wings of Death is yet another triumph of programming skill over imagination - in other words, the designers have spent so much time making the scrolling smooth, the graphics colourful and the sound effects impressive that they haven't spent a second thinking about the actual gameplay.

For what it's worth, *Wings of Death* slightly resembles the coin-op *Dragon Spirit*; it's a vertically-scrolling shoot-'em-up in which you, transformed into the shape of a series of magical flying creatures, take on the forces of evil in search of the witch whose spell can return you to your human shape.

Starting life as an insect, the tokens left by blasted monsters transform you into a bat, eagle, dragon or gryphon, each with its own special weapon. Other icons increase your speed, energy and score, explode all the enemies on the screen, activate auto-fire or launch useful Destroyer Drones or self-guiding Hunter Drones.



This beetle's latest hit could prove to be your last! It definitely doesn't love you, yeah, yeah, yeah!

Watch out for the Skull icon, which saps your energy and weapon status.

The biggest problem with *Wings of Death* is that there isn't one jot of originality; the dragons, gryphons and fireballs could just as well be spaceships, aliens and lasers, or fighters, bombers and bullets from any one of a hundred shoot-'em-ups. The action's fast and furious, but I doubt whether you'll be absorbed for long.

● Chris Jenkins



Attractive intro screens and enjoyable music get *Wings* off to a good start, but despite nice design and animation nothing can cover up the basic lack of originality. Multiple weapons, end-of-level guardians, and even changing shapes have been done to death!

ACE RATING

598



AMIGA

Good use of the Amiga's hardware scrolling to provide a smooth flight, but on the graphics side the ST origins come across too clearly. Sound, though, is excellent, with music, speech and sound effects well integrated.

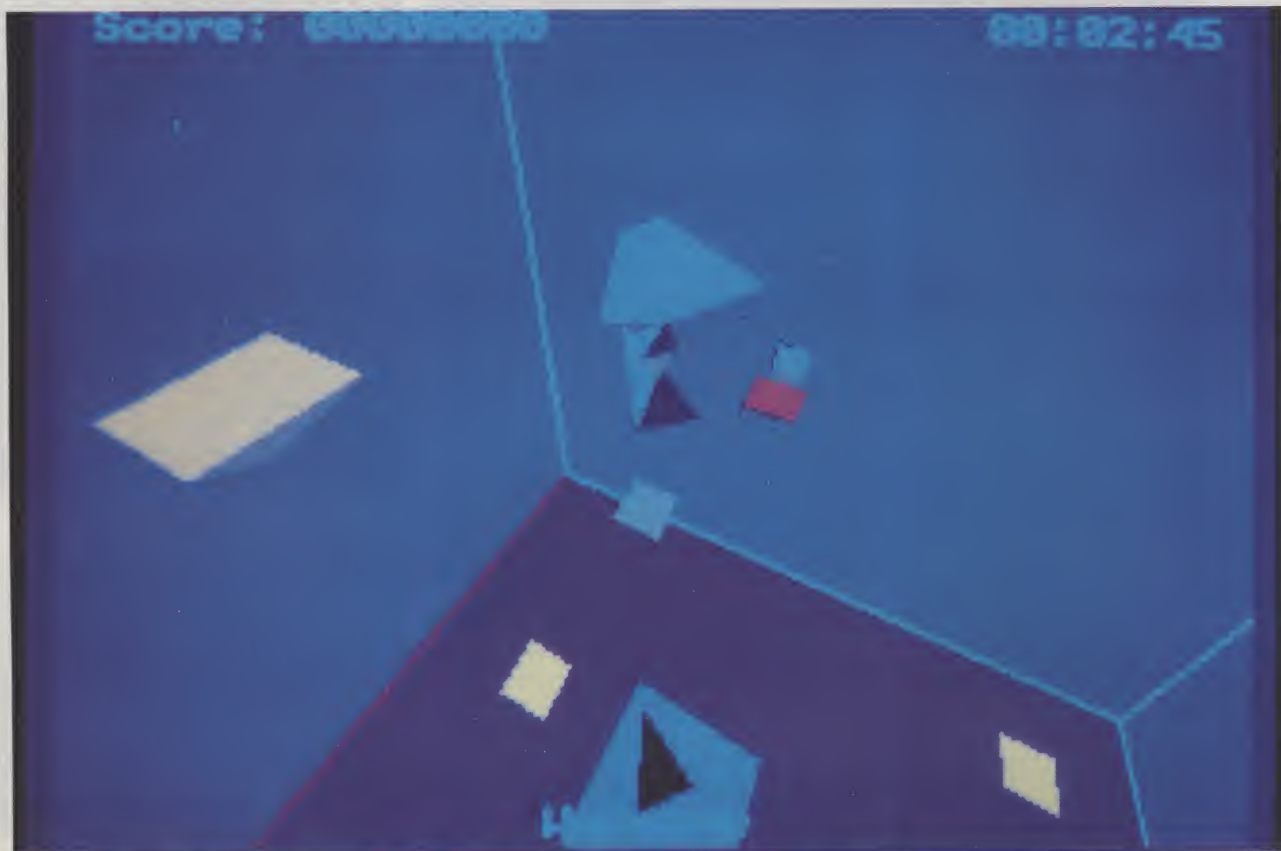
RELEASE DETAILS

AMIGA	£19.99	OUT NOW
ATARI ST	£19.99	IMMINENT

No other versions planned

ALPHA WAVES

They claim it'll calm your soul, awaken your creativity and soothe your fevered psyche. INFOGRAMES' medicine show hits the road



Adrift in a New Age polygon world. Guide your craft across the floor to the bounce tiles. Bounce from tile to platform toward the exit.

Your passport to a new world : virtual reality". What nonsense the French talk. *Alpha Waves* is about as akin to a virtual reality experience as catching a bus.

And as if this wasn't enough, you've got an 'Emotion Mode' in the game that is supposed to bring about certain states of mind. Just a couple of games of *Alpha Waves* and you'll find yourself, so Infogrames claim, "developing creativity", in "ecstasy", receiving "spiritual opening" and "revitalising".

All this from a game involving a bouncy set of polygons and some coloured platforms.

On a more positive note – and a lot more down to earth – *Alpha Waves*, when played in 'Arcade mode' is an ingenious and pleasing puzzle game, with a responsive central character and forgiving gameplay. It's a thoroughly programmed and entertaining 3D graphic toy.

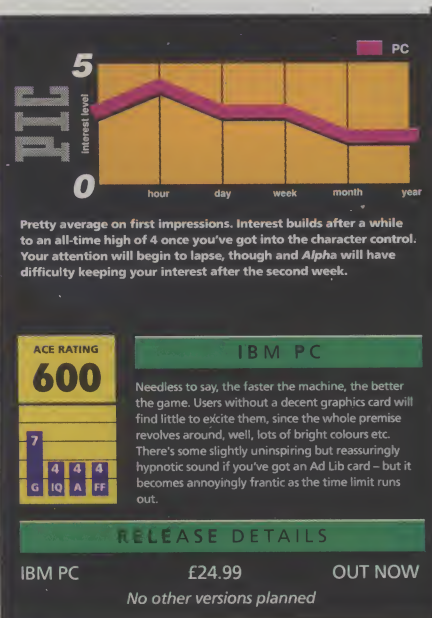
The aim of the game is to explore a maze of 250 rooms. Crossing each room is a puzzle. The exits are usually suspended above the ground, and can only be reached by bouncing off an air-

borne platform. The longer you stay on a platform, the higher you will bounce. Left and right will rotate the direction your character is facing, while up and down offers an alternate camera view. Pressing space causes your character to move forward.

If it all sounds a little dull, don't be fooled. It's good fun. The 3D coding and the semi-intelligent camera angles make *Alpha Waves* really quite an entertaining game. There's a time limit, preventing too much dithering around, each level offers at least a variation on the theme. Some of the later stages (like Platforms – yes, they're all named) change completely, forcing a different approach.

Aside from the unforgivable nonsense about virtual reality and psyche-warping "properties", *Alpha Waves* is an amusing romp. But so much energy and space has been expended – including the daft *Mind-o-tron* – it will probably only serve as a bit of light relief from "proper" games.

● Jim Douglas



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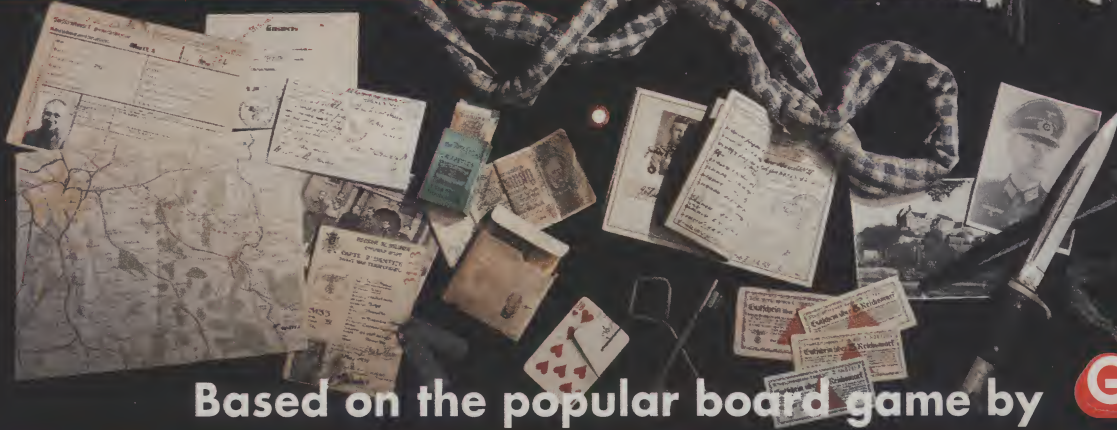
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Pease and goodwill to all men (and women) as you lob a few high-ex armour piercing shells in the direction of that reindeer-drawn sleigh. Yup, *Operation Com•bat* is very much a seasonal release – if you're as much a homicidal maniac as I am.

It's also the thinking man's shoot-'em-up. You control a number of tanks and artillery, each of which occupies one square on a 32 x 20 battlefield grid. Your aim is to destroy the enemy's headquarters while defending your own.

The screen is split into roughly two halves. The top is a graphic map of about one-sixth of the whole battlefield, while the bottom is a control panel, which shows a tactical map of the whole battlefield and your positions on it, plus icons to control all game functions. All control is by mouse.

The game is played in time-limited turns. Each turn you can move none, some or all of your vehicles and/or make them fire. Take too long and play passes automatically to your opponent. Once you've finished your turn, you have to (annoyingly) sit and wait while your opponent makes his moves.

Each vehicle is differentiated by various ratings, such as movement and firing range (how far you can travel and lob a shell), gun power (how much damage it can inflict on others), armour rating (how much damage it can take) and fuel level (which decreases as you move and has to be topped up by supply trucks).

Moving a vehicle is easy; click on it on the graphics screen or the tactical map (whereupon the view on the graphics screen will flick to that vehicle), then click elsewhere on the graphics screen and, provided that position is in range, the vehicle trundles there. Firing is likewise a case of clicking on the control panel to point the gun in the right direction and then clicking on fire.

There's also an option to call in air support, which uses up a whole turn. The 'plane flies across the screen, strafing all enemy vehicles in its path and sends back recce information on enemy positions – very valuable just before that big push!

Before a game you can change various parameters from pull down menus, such as whether shots will hit just the enemy or the first thing blocking their path (including your troops), the number of times a vehicle can fire in one turn, and how long a turn lasts. In addition there are four scenarios, which alter the number of different vehicles types under your control, and six battlefield types, adding further complications.

Operation Com•bat looks very dated, especially compared to recent strategy games such as

OPERATION COM•BAT

Tanks for the memory from ELECTRONIC ZOO/
MERIT SOFTWARE



Your window on the war - graphics view on top, control panel below

Powermonger. The best thing about the game (especially from the 'phone companies point of view) is the option to play against someone else over the 'phone lines via modems.

● David Upchurch



The aesthetics are functional rather than impressive. The four scenarios and six terrains provide a pretty broad challenge, but only for the committed wargames fan.

ACE RATING

685

5 8 6 4
G I Q A F F

AMIGA

RELEASE DETAILS

AMIGA	£24.99	JAN '91
APPLE MAC	£29.99	JAN '91

No other versions planned

LET'S GO TO THE ZOO!



OK, so *Operation Com•Bat* isn't going to top the Christmas charts this year, but Zoo have got some nifty products up their sleeves for 1991. Don't miss next issue, when we visit their US base in Baltimore, Maryland and meet Dick Todd and Debbie Music (pictured above). Together with UK boss Stewart Bell, they'll be identifying some of the beasts that will be let out of the cage in the next few months.



The Archipelago Battleground is tough

AMIGA - ATARI ST - PC / PS - AMSTRAD CPC / CPC+ / GX 4000 - C 64 - SPECTRUM



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ATF II

Programs finding themselves under the "strategy action" banner generally sit rather uneasily in gamesworld. Most, in their efforts to please both shoot-em-up fans and strategy enthusiasts tend to fall between the two stools, failing to cater adequately for either camp.

ATF II certainly doesn't overcome the problem completely, but comes closer to finding a happy medium than most. Your aim (refreshingly simple for a change) is to carry out hit and run missions on enemy installations before returning back to the allied base.

Before and after each mission a briefing session breaks down the strength and nature of the enemy forces as well as your most recent performance. The success of your missions determining how well the rest of the allies fare. A thoroughly useless effort on your part will leave lots of enemy forces free to defend against allied tank attacks.

Your mission begins in the aircraft hangar. Here the necessary rockets (air to air and air to ground) are available along with gun ammo and, of course, fuel.

Through the take off stage - push the throttle open with the mouse and pull back on the joystick - and you're airborne. A bank of indicators

contain all the necessary information for your mission. A communications link back to the lads in the bunker keeps you fed with information. The most important figures to keep an eye on is the position and distance of the next enemy target. Once a target has been located, you can simply follow the Heads Up Display. You'll be lead right to it.

In similar style to the original ATF landscape, the ground is patterned checker-board style with sprites depicting oncoming planes. While the speed of the 3D scroll is reasonable, the animations of the sprites leaves a little to be desired, consisting only of a basic sprite and it's banked left/right equivalent.

The nature of the game is such that most of your flying time will be spent simply travelling towards your target and then back to base. The dogfights which occur along the route simply serve to hinder you and distract you from your intended course.

The machine gun will despatch most of the enemy fighters, but using air-to-air missiles is occasionally a wise choice, as they lock on and pursue their targets, allowing you to wheel round and attack something else.

Further hindrance is offered by anti-aircraft installations firing surface-to-air missiles at you. Warning of these deadly attacks comes via a warbling siren and flashing message. Clicking the mouse-controlled hand icon on the message activates the missile jamming system. Should your jamming system become damaged in combat, it is possible to outmanoeuvre the missile.

Your location and approximate direction is represented by a little black plane icon on the blocky "large scale" map. Incoming jets and land-bases features such as tanks are also shown on the map. The closer you are to your chosen target, the more ferocious the defence becomes. Having completed a particular stage of the larger mission, it's time to return to base for aircraft

In the 21st Century, wars will be fought with Advanced Tactical Fighters. And the ground will look like a chessboard. Difficult to believe? Not after you've played ATF II.



The Balance of Power. The green bars indicate allied forces, and the others signify the Red Menace.

repairs, refuelling and rearming.

The problem with ATF II is that it's difficult to know who it will appeal to. Hard-nosed strategists probably won't find enough figure analysis and plotting to keep them occupied for long, while zappers will probably be frustrated by the lengthy (some may say slogging) flying sequences in between the action stages.

● Jim Douglas



Hangar-ing out. Equip your Advanced Tactical Fighter with rockets, bullets and gas before taking to the skies.



The World at War. An overview of the current situation, colour coded to indicate allied and enemy strongholds.



Bogies at half-past twelve! Loose a few rounds once the cross-hairs highlight the enemy jet and he'll pose no problem.

5
TIT
0

hour day week month year

ATF's semi-strategy orientation means that there's a bit of fiddling around to be done before the game can start in earnest. The most fun will be had after a day or so, when you're beginning to make successful missions and you can see your victories effecting the war effort. After this point, though, the appeal is likely to wane.

ACE RATING
680

5 4 4 5
G IQ A FF

ATF works pretty well as an ST game. The 3D scroll is perfectly fine, and all of the features found on the other versions are included. The music and sound effects however aren't very good; the dreadful white-noise whine of the engines is frankly annoying and the sound made by your ATF craft when it takes a hit from a rocket is little more than a muffled beep.

ATARI ST

ACE RATING
690

6 5 5 4
G IQ A FF

The sound on the Amiga version is more rounded than on the ST. The rocket sound effects sound more like they originated on a battle ground than the ST's tin can factory. The detail and colouring on the sprites is slightly better too, but apart from these, there isn't really anything between the two versions.

AMIGA

RELEASE DETAILS

ATARI ST	£24.99	OUT NOW
AMIGA	£24.99	OUT NOW
IBM PC	£24.99	OUT NOW

No other versions planned

Around 1986 an Atari game called *Marble Madness* hit the arcades. It featured a rolling marble (surprise!) that you had to guide around several levels of isometric-3D mazes. The animation and sound were an absolute treat for the eyes and ears, and it wasn't long before programmers were trying to emulate it on the home computers.

Arguably the best variant was *Spindizzy*, written by Paul Shirley, which decided to go for a more puzzle-based game than the race-against-the-clock nature of its inspiration. The action took place on a huge map of interconnecting flick screens. Highly addictive, it started off difficult, then became impossible!

Sadly, Spinny (as it was known to its many admirers) never saw the light of day on the 16-biters. But now here comes new, improved *Spindizzy Worlds*! You control the spinningtop-like GERALD (Geographic Environmental Reconnaissance And Land-Mapping Device – not at all contrived, eh?) in a quest to explore two planetary systems, called (strangely) Easy and Hard.

Easy System contains just six minor planets and one major planet, while Hard contains twenty-four minor and one major. All the minor planets must be fully investigated before you can have a crack at the major one. The minor planets can be investigated in any order.

Each planet contains several levels of isometric-3D scrolling terrain. The basic aim is to find the warp square that will take GERALD to the next level. Typically, this is behind a door that will only raise when you've found every crystal on a level, and they usually reside in the most inaccessible of places. Having completed all the levels, GERALD races against the clock on a Bonus level before moving on to the next planet.

**What did you say, ACTIVISION?
"Izzy, wizzy, go buy Spindizzy!"**

To reach some of the more dizzying heights (ho,ho!) you may have to trip switches, the effects of which you only find out by trial and error. Amongst other things they can remove blocks, activate lifts or form ramps and platforms from thin air. Some switches turn off the effects of other, so you may have to activate them in a certain order to get you where you want to go. Fortunately the windows at the bottom of the screen give you graphic clues to puzzle solutions.

GERALD is pretty fragile; falling too far or bumping into the marauding natives of some worlds will deplete his meagre energy. If he loses all his energy, then it's Game Over, man! Fortunately the crystals and fuel pills help keep Gerald going.

Control takes a while to get used to; GER-

ALD tends to slide around quite wildly at first. Practice makes perfect, though, and you'll be glad you made the effort. The blend of puzzle-solving and arcade-thrills is perfect. Definitely deserving of success.

● David Upchurch

SPINDIZZY WORLDS



ATARI ST - Hmm, this looks very familiar. Find those crystals and get out - fast!

Interest level

hour day week month year

Very attractive front end (especially the rotating world selector screen) leads into a beautifully presented and absorbing game. The difficulty is graded well, and the later worlds are tough to beat by anyone's standard. However, the game never becomes frustrating, thanks to the opportunity to skip around the worlds. And even when you've seen 'em all there are still secret bonus levels to find.

ACE RATING		AMIGA
890		
9	9	
6	6	
G	IQ A FF	

Graphics are bright, colourful and well-designed. The play-area scrolls smoothly in all directions, and the isometric-3D effect is very clever. The variety of challenges (sometimes puzzle-solving, sometimes racing against the clock, always teetering on the edge of a platform) make for a long-lasting game that is both fun and satisfying to play. Highly recommended.

ACE RATING		'ATARI ST
880		
8	9	
6	6	
G	IQ A FF	

Pretty much identical to the Amiga in every respect save the scrolling, which is smooth vertically but 'flicks' horizontally. This can be a little disorientating but not enough to spoil the high-rise jinks. If you want to exercise your brain and your reactions, then this is the one for you.

RELEASE DETAILS		
ATARI ST	£24.99	OUT NOW
AMIGA	£24.99	OUT NOW
No other versions planned		



AMIGA - Inside a pyramid on Pyramidea World. How the heck do I get out of here..?



...Ah-ha! Touching the red button forms a handy ramp to the next cell. Up the slippery slope and...



...Whoops! That red square makes the ramp disappear! Luckily the red button gets it back - but what does the green one do..?



...I see, it forms a new ramp in the cell I started from, leading to a fuel-restoring crystal and more puzzle headaches!



Captive[©]

The quest for freedom!

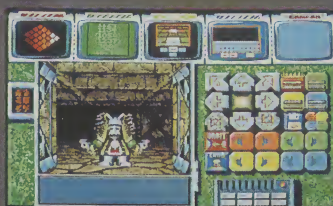
When you can't remember who you are, where you are and even what year it is, then you know trouble cannot be too far away...

Held *Captive* for two hundred years in an orbiting space prison for a crime you didn't commit, you are desperate to escape from your electronic gulag.

Armed only with a briefcase computer found in the corner of your cell, you start sending out electronic SOS calls to the battling world outside.

Eventually you find a motley crew of four droids ready to help bring about your escape... so begins your quest for freedom!

Available for Commodore Amiga, Atari ST, IBM PC and compatibles.
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Actual screen shots

•Ace rated 9301
•C&VG Hit: 94%



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The 3D landscapes are really quite far removed from the spartan corridors Gauntlet players are used to



Player 1 has already selected his character (hence the closed screen). Player two opts for Lizard Man



Once you've got the door open, new levels can be explored

GAUNTLET 3

GOLDEN

US GOLD are about to assault us with two new games: a 3D version of *Gauntlet*

And as the dark lord Sequellon beat thrice on the stone of Followup with his mystic staff, the world of Gauntlet and all its inhabitants took on depth and behold; a third dimension was bestowed upon the land.

If you go down to the woods today, you're sure of a big surprise. The characters you once knew only as flat sprites have been fleshed out and tooled up; their previously barren straight-walls environment has been replaced by beautiful landscapes with dry stone walls, hedges and fences. And the outrageous violence from previous games is... just the same!

It's nearly two years since Gauntlet II graced our screens. Indeed, few of us were expecting to see another version of the classic coin-op but suddenly, as if by magic, it's nearly finished. Software Creations have been working on the 3D version since the summer, and it should be on the street for easter 91.

The premise of the Gauntlet games is simple; your band of warriors (two active members selected from a potential eight in this version) must battle thousands of monsters and stay alive as long as possible, collecting treasure and amassing points. Monsters are produced from generators; horrible little cages surrounded by skulls. Brave players can take the fight to the enemy and destroy gen-

erators, stemming the flow of some monsters. Little has changed for this 3D rendition.

Gauntlet's appeal hinges largely on the sense of overwhelming odds faced by the players being chased around the mazes by hundreds of monsters. This edition will probably only feature around twenty-five monsters on screen at once,

but when you bear in mind the fact that all the graphics have been substantially enlarged, and need 3D space to move in, it's easy to see how the screen will look - quite busy enough, thank you.

Jim Douglas



Beware the Venus Flytraps! Food is there for the taking, but at what cost?



Many rivers to cross, but still no sign of any bridges

ACE PREPLAY



- High novelty value of 3D effect will offer new interest even to players with another Gauntlet game.
- Super graphics.
- Variety of heroes available (see panel).

- Maybe not the volume of monsters that Gauntlet 1 + 2 aficionados are used to.
- Can the speed of the previous games be captured by the 3D process?

Release Details

AMIGA	£24.99	Jan
ST	£24.99	Jan

WHO YA GONNA CALL?

Each character has a particular weapon. Which will you choose?

- ELF - Bow and Arrow. High fire rate. Useless in a punch-up situation.
- WARRIOR - Axe. Mr Tough. Not very good at firing quickly, but great at punching.
- VALKYRIE - Sword. Not very good at hand to hand, reasonable fire rate.
- ROCK MAN - Club. Good for bashing people, not for long distance rucks, though.
- WIZARD - Not particularly spritely, but a fiend with a lightning bolt.
- NEPTUNE - Trident.



On the rocky road. Shoot the falling bombs to avoid taking serious hits



Life on the ocean waves. Hit the choppers before the bombs – they're fiendish!



By rights, players should look after their own area of the screen. Player 2 would be in serious trouble here

HORIZON

and a rotating arena of death. We checked out the pre-production versions....

LINE OF FIRE

ACE PREPLAY

- Visually exciting scrolling system.
- Grandiose violence.
- Two player team-up option.

- Speed hampered by lots of objects on screen at once.
- Highly detailed graphics, when magnified look blocky and it's tricky to distinguish boats/tanks from background foliage.

Release Details

AMIGA	£24.99	Jan
ST	£24.99	Jan

Just when you thought you'd taken your last silicon blood bath, USG come up with another butcher's assault course that will really put you in a spin...

Watching *Line of Fire*, you'd be forgiven for making an appeal to Divine Providence to spare us further versions of these

infernal death-dealing shoot-outs. Some hope. Since most games of this festive season are related to machines in the arcades of Japan, it's no surprise to discover that one of US Gold's newbies has more flying cartridge cases than, um, a flying cartridge case factory.

Imagine *Operation Thunderbolt*'s airplane section, with the bad guys scrolling towards you. Right. *Line of Fire* opens in almost exactly

the same way, except the enemy soldiers are slightly more horrible. As the rotten-toothed, drug-crazed guerrillas endeavour to blast you to kingdom come, you (and your partner) can return fire by simply guiding a cross-hair sight around the screen and tapping the mouse button. Should the crosshair stray across a bad guy, he's dead.

The essential difference between *Line of Fire* and *Thunderbolt* is the scrolling system. Produced by Creative Materials, inventors of the revolutionary Rotoscope system, the scroll here is remarkable. As you travel (by foot, in a jeep or even in a boat) your view gradually rotates as you follow the tunnels/waterways/landscape. Rather than being a straight screen-flip, the action still continues while this scroll is in action, producing an exceptionally realistic effect.

● Jim Douglas



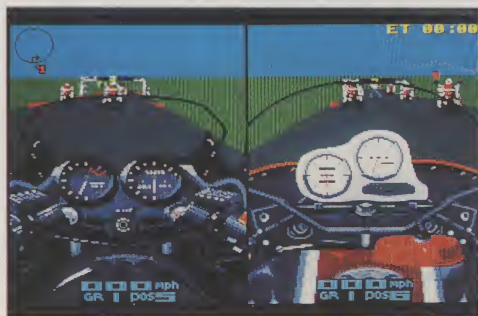
Parachuting friends of the drug lords start getting tough. Get ready for that amazing scroll routine...



The barren oilfield scene. Prioritise between numerous foot soldiers and single, heavy artillery choppers



The Kawasaki Ninja. Top speed 170 mph, and a stonking 1000cc of power to get it there. Personally we prefer the racing green version, but you can't have everything.



On the grid in two-player mode. Racing on two from six possible bikes (notice the rev counters, farings, etc) offers lots of variety.



The glorious wing mirrors in action! To speed up the screen updates, there's an option for "intelligent" mirrors which only operate when there's a rider behind you.

ACE PREPLAY

- Variety of bikes and courses.
- Speed of the graphics.
- Simultaneous 2 player option.

- Some ugly sprite routines.

Release Details

A	£24.99	Dec
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THE ULTIMATE RIDE - MINDSCAPE

Mindscape's Ultimate Ride offers six bikes and twelve courses to ride. Half the courses are real race tracks from around the world: Japan, Brazil, Australia, England and America. The other half are individually tailored road sections, with weather conditions and obstacles appropriate to the current country.

ULTIMATE RIDE SPEC

Bikes

Vmax, GSX R1100, RC30, Ninja ZX10, FZR 400, CBR 600

Graphics System

3D Polygon course with 180° tilting and sprites for track-side objects and obstacles.

Players

One or two players. Two player mode features split-screen.

Courses

12 Tracks: Six race tracks and six road sections from around the world. By altering the percentage of hills, hazards, rain probability, etc, it's possible to construct your own courses. Not quite a track editor; more a track preference section.

Hazards

Other bikes during the races. Police cars, trees, moose, kangaroos, sheep.

In England, for example, it rains a lot of the time and there are sheep all over the road. California is populated entirely by vicious traffic cops and skateboarding numskulls.

The road sections provide some novelty slalom action for the rider who's got to grips with the bike but doesn't want to plough his way through the qualifying and race stages all the time.

The view of the outside world is shown through the helmet of the rider, so his hands and all the instruments sit neatly in the lower portion of the screen.

Each bike performs (and looks) like its real-world counterpart, with warning lights, rev counters and speedo accurately positioned and styled.

Fancy yourself as Kevin Schwantz? A pre-slide Barry Sheene? Dream of owning a muscle-bound road-eating rocket instead of your Perfect Pizza delivery bike? Softcos are currently queuing up to offer you a leather-clad knee-down adventure. We take a look at two of the hottest titles.

TEAM SUZUKI - GREMLIN

Unlike "Ride", Team Suzuki only offers the player the chance to ride one make of motorcycle. However, 186 mph from a 500cc machine is pretty serious stuff, and with the chance to ride a technically accurate computerised version of Kevin Schwantz's very own bike, what race fan could resist?

Team Suzuki, the latest of Gremlin's autosport licence tie-ins aims to offer the player a genuinely realistic simulation of the international 500cc race season.

The primary control method (still in tweaking stages) is via the mouse. Left and right obviously bank the bike left or right, while combinations of forward, back, left and right buttons are used to accelerate, brake and change through the gears.

Once the player has become accomplished with the mouse, swift progress through the game is possible, but until then - and it appears that a lot of practise is necessary - it's frustrating to be denied access to the finer points of the game's appeal because of the unfriendly control method.

It should be made clear that Gremlin are including a joystick option and are revising the mouse control.

125cc and 250cc machines are also available for racing, and these lower powered machines are slightly easier to control than their muscle-bound big brother. The 125cc machine has automatic gearing for beginners.

A stat panel (top left) indicates the lap times and number of laps remaining. Each time you cross the finish line, overtake or get overtaken, your position in the race flashes onto the screen.

The 3D speed is truly impressive, and the play-back facility with all the riders skittering around the racing lines of impossible bends make Suzuki look superb. The only question mark hangs over the final friendliness of the control method.



On the grid, before the tyres start to squeal. Your performance in the qualifying laps determine your start position.



Replay mode. The camera can be elevated or lowered, and automatically follows the action. Lap indicator top left relays your progress.

ACE PREPLAY

● Superb, fast polygon graphics

● Realistic races with seven world-class riders.

● Excellent TV replay.

● Joystick option.

● Over-complex mouse control.

Release Details

Platform	Price	Availability
AMIGA	£24.99	Nov
ST	£24.99	Nov
PC	£29.99	To follow

TEAM SUZUKI SPEC

Bike:
Team Suzuki 125/250/500cc race bikes.

Graphics:
Polygon driven with sprites for bike dials 'n' controls.

Players:
One

Courses:
16 tracks from around the world.

Hazards:
Seven other riders race against you.



You won't get anywhere going at 40mph, madam! Push forward on the mouse and change down a gear for Heaven's sake!



Racing in earnest with other bikes. Hitting them incurs damage, but won't put you off the track. Too many bumps and you've had it.

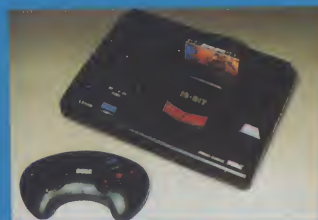
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DAY OF DARKNESS

the fantastic new role-play adventure game

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Whose voice can be heard
at the end of a dead
telephone line?



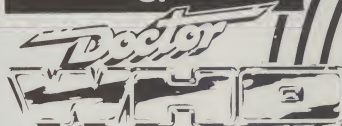
As Keith
Kirtson, private
detective you must
find out before the
dawn of the

DAY OF DARKNESS

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NITRO

In a market packed with racing games, you've either got to do something really new or at least the same but much better to make any sort of impact. *Nitro*'s twist is that the action is viewed from overhead, with your car fixed in the centre of the screen and the road and scenery scrolling to keep up with the action.

What's that smell? PSYGNOSIS are burning rubber...



ATARI ST - Truckin' hell, look out for that lorry, Missus!

The aim of the game is simple - to be first past the post in over 32 races and win enough points to become the Champion of Champions! The races take place in four varied terrain types: city, woodland, desert and most dangerous of all apocalypse. Before each race you are given the chance to select one of three car types to drive, Formula 1, sports car and turbo buggy, each with various pluses and minuses.

Assuming you've picked up cash during the race you are also allowed to buy upgrades, such as better traction or increased top speed. It's vital that you keep your fuel topped up - run out and you have to restart the Championship! Once you've made all your selections then it's onto the race.

There are four cars in the race. Three humans can compete, two on joysticks and whoever draws the short straw on keyboard. The computer takes the reigns of any spare drivers. The controls couldn't be simpler - right and left rotates the car, pressing fire accelerates it and pushing forward kicks in the turbo boost, provided you've bought one.

Once the green light flashes you're off, screeching round the hairpin bends and jostling with the others for the lead. Colliding with the other cars, traffic cones and debris littering the

AMIGA - The between-races options screen. Change or upgrade your car or let your mate join in the fun. Here the ubiquitous Mr AAA logs on for the next course.



course slows you down, and oil slicks make you skid, though fortunately they don't leave skid marks (snigger!). Bonuses, such as cash and turbo boosts, are liberally scattered about and driving over them picks them up.

Occasionally the track just ends, so you have to make a desperate drive across country to find where the road continues! An added feature is that every fourth race takes place at night. The scenery is pitch black except for a circle of light thrown by the headlamps of the four cars and the luminous cats' eyes in the road.

At the end of the race you are given points depending on your finishing position. If you end up with the highest score when all the races have been run then you've won the Championship - congratulations! But be warned - it won't be easy. In the single player game the computer controlled cars are very aggressive, although strangely they go to pot in multiplayer games, presumably so that it becomes more of



AMIGA - Ooh, me axles! This cross-country lark does no good to the bottom (of your car, I mean).



Very polished presentation leads into a great game. Lots of fun for a while but it shouldn't take too long to see all the tracks. However the opposition are pretty tough, so you won't be winning the Championship too quickly. It's a pity that the multiplayer option isn't that brilliant, because this limits the long term appeal. You will pick it up for the odd go now and then, though.

ACE RATING

820



AMIGA

Very tasty. An excellent intro sequence whets your appetite and this is more than satisfied by the game itself. The screen scrolls smoothly in all directions and the background and sprites are well designed. The meaty music and effects fit the game perfectly (although some variety in the tunes would've been appreciated - the one on offer grates after a while). The delay between games is a little frustrating but doesn't spoil what is a polished and entertaining racing romp.

ACE RATING

815



ATARI ST

Unfortunately vertically scrolling only, which makes the courses a little easier to negotiate, but this is more than compensated for by the appearance of pedestrians and other non-competing vehicles on the road. Some levels award points for running down those stupid enough to wander onto the road - very Death Race 2000! Just as much fun as the Amiga version, but for slightly different reasons. Mad Max would love it!

RELEASE DETAILS

AMIGA	£24.99	OUT NOW
ATARI ST	£24.99	OUT NOW

No other versions planned

a race between you and your friends rather than the computer.

Unfortunately the multiplayer option isn't as much fun as driving alone - those found slacking and getting left behind by the scrolling are pulled up to join the pack and penalised by the loss of fuel, which is too jarring, and those in the lead have to drive near the edge of the screen, which means they can't see upcoming bends and obstacles.

Psygnosis have got a little cracker on their hands here. The game is easy to get into and incredibly playable. The opposition are no slouches and there are plenty of slick touches that make the game a joy to play. There are some significant differences between the Amiga and ST versions (see the Version boxes), but the fundamental gameplay is the same and both are equally enjoyable. Put the pedal to the metal - now!

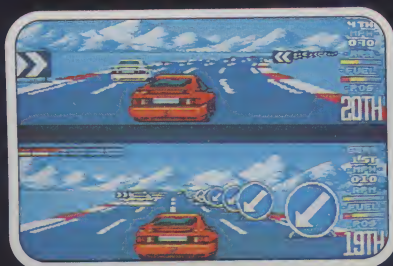
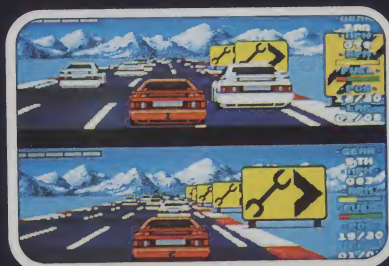
● David Upchurch



LOTUS ESPRIT

TURBO

CHALLENGE



Screen shots from Amiga format.



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of Group Lotus Plc.

ONLY GREMLIN CAN DO THIS

AVAILABLE ON
ATARI ST/STE & AMIGA
CBM 64/128, SPECTRUM &
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Gremlin Graphics Software Ltd.,

- 32 different courses.
- 20 competing cars.
- 1/2 player head to head.
- Multi-hazard Turbo performance.

Even for a human it's not easy to do a Sean Connery impression underwater - Cod knows I've tried several times - so for our fishy friends it must be even more tricky. One minnow you're seducing a sexy skate and the next you're facing the evil Blowfish, head of S.H.A.R.K., who's holding the World to ransom to the tuna of one million s-mackerels. Make a mistake and you've haddock, and you end up feeling like a right pilchard!

So you've got to ask yourself this question: Am I fish enough to help James Pond through twelve daring missions of gill-chilling action? Do pay attention, 007, I said... Oh, you heard. Well, sit up and listen then...

BRIEFING: You are James Pond. Guide James around the attractive multiway smooth scrolling aquatic scenery with simple tugs on the joystick. James is no amphibian, but that doesn't stop him jumping out of water and leaping around the above-water platforms when the need arises. He's got to be quick though - every second above water depletes his energy.



ATARI ST - Hmm, lobsters in trouble. This looks like a job for... James Pond!

AMIGA - No nukes is good nukes. Find the fish and guide them to safety.



Something fishy's going on! Will you take MILLENNIUM's bait?

JAMES POND

UNDERWATER AGENT



Warning! James is not alone. The water is teeming with an imaginative range of nasties, ranging from energy-draining fish to ink-squirting octopi (which briefly turn the screen black if James hits them). Note that James is only budgeted for three hospitalisations should his energy run out. James can defend himself by blowing bubbles and trapping the enemy. Bursting the bubbles turns the snared nasty into a point-packed bonus item to be picked up.

These bonuses, and others already littering the sea bed, usually award points but others enhance James' abilities or deplete his energy. Small tunnels in the rock walls lead to bonus rooms containing oodles of bonus points and items. Some rooms contain letters - make the words 'JAMES POND' for a huge bonus!

However, James is required to do more than



The difficulty of the early missions is pitched just right, and you'll soon be swimming like Duncan Goodhew. As the levels get larger and the number of opponents increases you'll find you have a pretty tough game on your fins. The only problem is that, in the long run, the levels are too similar in style, and you may find your interest fading long before you near that final mission.

ACE RATING
780



AMIGA

Millennium have really pulled out all the stops on the aesthetics - the parallax scrolling and amusingly cute sprites are complemented by some excellent music (particularly Level One's SKA-style Pond theme), although there's some serious sprite flicker and jerky scrolling on the later, very crowded, levels. Unfortunately the gameplay (collect objects and take them somewhere else) is too samey to be truly satisfying. Fun while it lasts, though.

ACE RATING
765



ATARI ST

Unfortunately this version, although as good as you could hope for from the ST, suffers in comparison to the Amiga: the action is slightly slower, the scrolling is one-level and not as smooth and the music a little grating. The gameplay is identical, and shares the Amiga's long term problems.

RELEASE DETAILS

AMIGA	£24.99	OUT NOW
ATARI ST	£24.99	OUT NOW

No other versions planned

just float around, bubbling baddies and bagging bonuses. He will be told before each level about the mission that must be completed before access to the next level is permitted. If James has time he may go over quota on mission minimum requirements and earn bonus points. Haste is vital - if the time limit expires and the mission has not been completed then James will be 'retired' by a energy-draining raincoat-clad assassin.

The Green-tinged missions seem varied (e.g. find keys to free caged lobsters, recover treasure from Atlantis, find dynamite to lay at the base of a leaking oil-rig) but boil down to the same thing: take a number of items from one place to another. Since James can only carry one item at a time, there's a lot of (sometimes tedious) tooting and froing.

PROS: Presentation is classy. Sounds and graphics are top-notch. Excellent playability. Send commendations to the lab boys, Q.

CONS: Each level looks and plays pretty much like the last, therefore there's little urge to see what features and graphics appear later on.

FINAL ANALYSIS: Initially lots of fun, but the repetitive nature of the game is ultimately its downfall.

● David Upchurch



AMIGA - The game's rigged! Help James find the dynamite to blow these dirty drillers to polluter's hell!

BATTLECHESS II

Certainly the most enjoyable chess simulation on a home computer, Battle Chess brought two much-needed elements to the classic board game - a sense of humour and great graphics. While the combat sequences between the 3-D animated playing pieces tended to get monotonous with familiarity, in the short term at least they pepped up what was in any case a flexible and powerful chess sim.

So why bring out a sequel which is, on the face of it, the same game with different graphics? Battle Chess II - Chinese Chess may look like a thin excuse for a sequel, but with a little study you will soon realise that this is a whole new sort of challenge.

Chinese chess differs from the conventional European version in several ways. Firstly, the layout of the board is different, with a "river" across the middle which marks a change of rules as the pieces move across it. Secondly,



A point-blank situation for a pawn. Fortunately, the cannon-wranglers can only fire over the top of their adjacent enemies.

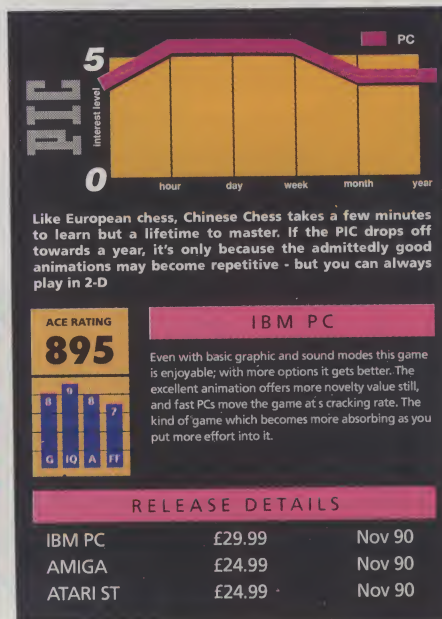
the pieces are different, moving according to different rules along connecting lines between squares. Thirdly, there's a "home" section known as the Imperial Palace which features diagonal lines, and which limits the movement of the King.

Initially, though, it all looks fairly conventional. There's a lovely opening screen, followed by the default board display featuring colourful perspective graphics of the beautifully-drawn playing pieces facing each other.

Clicking on the right mouse button brings up a series of menus for Disk Operations (load game, save game, new game, set-up, quit), Playing Levels, from Novice to Level 8, and Settings, including player colours, computer/human player, play-by-modem options and sound settings.

The last menu, Move, allows you to exert more control over the game; you can Force Move, interrupting the computer's deliberations; Take Back an unwise move, Replay a retracted move, make the computer Suggest

Electronic Arts broke the mould of board game simulations with Battle Chess - now it's back to wok with Chinese Chess



Move, Show Layout which superimposes a clear top-down representation of the board, and choose Help Move.

In Help Move mode, when you select a piece to move (placing the flashing cursor beneath it), all the legal squares it can move to will also flash. There are also keyboard alternatives for these options.

A good deal of effort has gone into designing new animations for the combat routines; cannon fire in great puffs of smoke, rooks turn into enormous fire-breathing dragons, roasted pieces collapse in puffs of ash, armour falls to the ground in a crash. It's very entertaining - the first time at least - and not too slow in CGA mode, but in VGA if you're running from floppy disk, constant disk changing for every bit of animation becomes irritating.

Given a hard disk, you'll soon realise that Chinese chess is in fact a much faster and more lethal version of the game. It's very common to win or lose in the first few moves, mainly because the movement of the King is very restricted, while

pieces like the Cannon and Rook can move very freely.

The objective of the game is very much the same as the European version - to checkmate the King, or force your opponent into a stalemate where he has no legal moves.

Most other features are completely different; the Pawns are initially weak, able to move only a single point forward, until they cross the river, when they can also move sideways. They take forwards rather than diagonally. The Cannon can move any number of points vertically or horizontally, but can only take by jumping over a "bridge" piece between it and the target. The Knight can't jump over other pieces, the Minister cannot cross the river, and so on.

Draws through perpetual check are not allowed, and there are other rules which transform the basic approach to the game.

Although the graphics are fine, and the sound effects and music excellent (especially with a Roland sound board) if you already have Battle Chess I wouldn't suggest that you buy Chinese Chess just for the pretty pictures. I would recommend it, though, if you want to challenge yourself to master a novel version of the endlessly fascinating game of chess.

Chris Jenkins



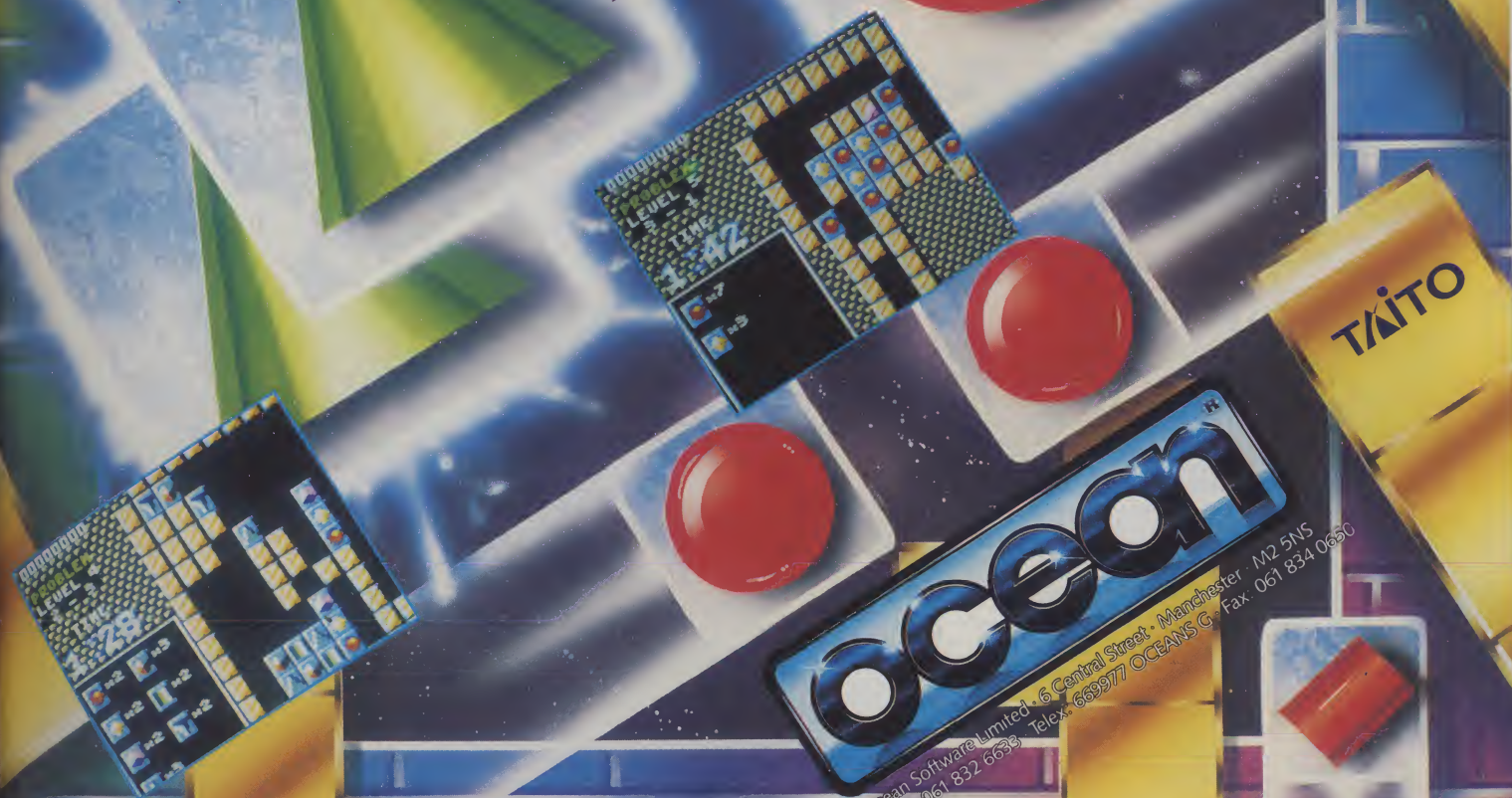
A plan view offering a breakdown of who's where. The red team don't look in an especially strong position.

PUZZNIC

The latest and greatest puzzle game to hit the Western World has now come to your computer! The best-selling coin-op game by Taito employs 144 levels of fiendish perplexity as you position the

blocks and make them disappear.
Sounds easy?

The gameplay is staggeringly simple - the ingenuity lies in the formation of the screens! Get puzzled by PUZZNIC and be prepared for many long nights of frustration and excitement!



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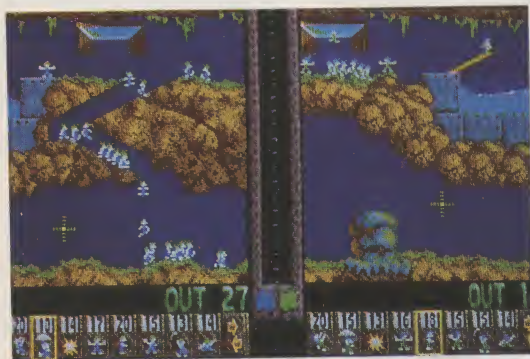
Unless some serious blocking comes into action soon, your percentage loss of lemmings will be too great. Probably best to Nuke'em and restart.

LEMMINGS

There's no doubt that *Lemmings* is a significant departure from Psygnosis' usual style. There is no parallax scrolling. There's no depth storyline. *Lemmings* is 100% gameplay driven, with a style of user interaction akin to arcade puzzlers like the classic *Boulderdash*.

Rather than controlling a central character, *Lemmings* offers the player the chance to control any of a hundred different controllable rodents, each capable of influencing the

Will the onslaught of Psygnosis products ever let up? Evidently not. Jim Douglas takes a look at their two latest.



Lemmings in two-player mode. Diagonal digging can save lots of long-drop problems. Blockers at the top of the screen prevent drowning.

ACE PREPLAY

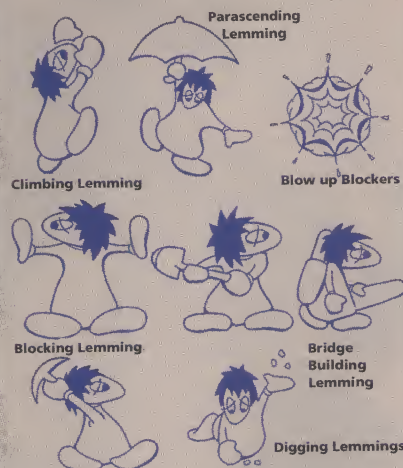
<ul style="list-style-type: none"> ● Excellent gameplay. ● High addictiveness. ● Cute graphics. ● Access codes allowing player to skip through levels once they've been finished. 	<ul style="list-style-type: none"> ● Once each screen has been solved, there's not much to left to explore. ● Tricky to highlight the correct lemming. Sometimes it's tough to identify which is currently highlighted.

Release Details

AMIGA	£24.99	Nov
ST	£24.99	Nov
PC	£29.99	To follow

The Moves of the Lemmings

Each screen limits the number of "actions" available. You can instruct any lemming to perform any action, apart from Blockers which must be blown up after use.



Climbing lemmings will scale virtually anything. They will automatically walk across and off the edge of the item they've just climbed. As a result you must remember to turn them into...

Parascending lemmings which will survive even the longest drop, thanks to their trusty umbrellas.

Blocking lemmings will halt oncomers and cause them to about-face. Handy for preventing others from falling into fires, off cliffs etc.

Bridge Building lemmings do just that. Each has a nap-sack containing twelve blocks. These guys can build virtually anywhere, but they may end up tumbling off the end of their own bridge if you're not careful.

Digging lemmings will dig either vertically down or diagonally left or right. They'll dig until they emerge the other side of the obstacle or they hit something through which they cannot dig.

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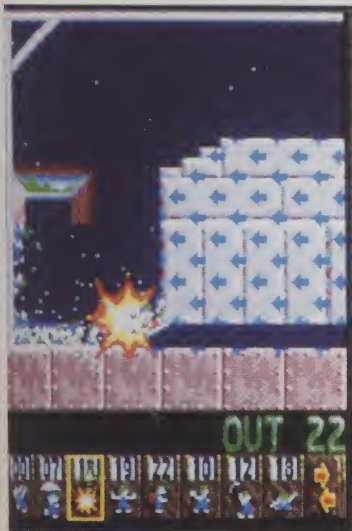
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OBITUS



The fiendish one-way only tower! Send a climber over the top and instruct him to dig back, making a path for the others.

behaviour of the rest of the group.

The Lemmings find themselves in increasingly more treacherous situations, in ever more hostile landscapes. It's your objective to guide as many as possible from the entrance to the exit of each level.

Simple? Non. Once the trapdoor at the top of each level has opened, the lemmings pour through at a controllable, but unstoppable rate. Once they hit the ground they'll keep running in a direction until something makes them stop.

On the first few levels, the obstacles are generally harmless; walls simply make the lemmings turn around. Later, however, there are fatal consequences for not controlling the lemming flow at an early stage.

Being easily influenced creatures, the lemmings can be instructed to perform five basic tasks. These – condition permitting – will be carried out immediately. (See separate panel.)

By clicking the Action icon, your cursor will be charged with that ability and the next lemming you highlight will perform the appropriate action.

A scanner at the bottom of the screen gives an overview of the level and charts each lemming's progress, together with an indication of how many lemmings have been saved/killed.

● Jim Douglas



Ramsave option for 1meg owners to cut down disk access

Excellent 3D graphics.
Some elements to entertain everyone.

Disk access between each different stage.

Release Details

AMIGA

£34.99

Nov



Always think carefully before indulging in a woodland scrap. The tree-folk may look a bit weedy (ho ho) but in my experience they're that hard.

Obitus is a story of magic and mystery and adventures in a world not your own. At least, that's what we're told. In fact, it looks like a three-stage arcade adventure to us.

Your journey through this weird and wonderful kingdom is broken down into distinct play styles. There's a first person perspective maze section; as you work through the forests, dungeons and moors of the game, the screen scrolls towards you in not one, not two but three glorious dimensions. These graphics really have to be seen to be believed. The out-of-the-screen scroll is the smoothest I've seen.

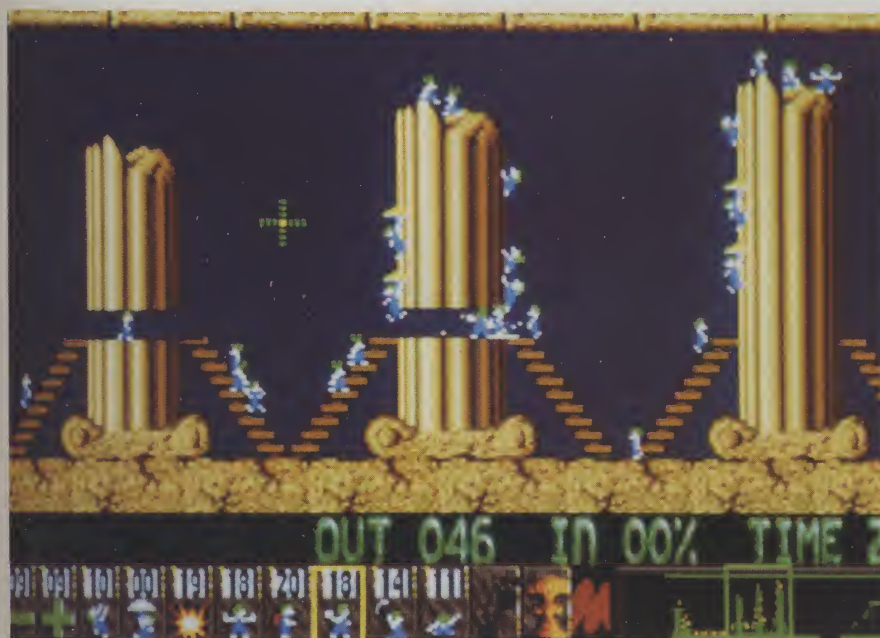
Some woodland sections appear to be straightforward sideways scrollers. Indeed, you run along a path, shooting arrows and throwing daggers at the evil beasts lurking in the bushes

and trees. Although there are objects to collect and use, these levels to pick up the pace of the game and offer a break from the mazes.

There are four castles in the game, each in a shire of its own. The castles represent the third game style. Here your character can move in three dimensions within a static screen. These castles are beset by traps and offer a good mixture of puzzle solving and action.

While the visual presentation of the game changes frequently, the control method remains constant. A status and command panel in the lower third of the screen offers a compass, an inventory, command breakdown and strengthometer. A disembodied hand floats around this area and operates the command section.

Here you can use, drop, eat and collect



Greece. Since you're completely out of parascending Lemmings, some digging is in order.



In the castle. Old wise men hand out generous spoonfuls of hokum while you collect potions and tokens.

objects or command your character to sleep (thus replenishing sapped energy supplies). You can talk to the woodland denizens too. Some offer worthwhile advice, and others offer the chance of a good dust up.

Inevitably, such a sizeable game involves a lot of disk access. Access points fall at the edge of each stage, and you are given an option to continue or remain in the same area. This should save a lot of frustration and forgives the odd direction error.

● Jim Douglas

GOLD INT

The city's alive, an electronic jungle, a million windows dance with...m the projected patterns of multi-coloured imagery, the corridors of A so power echo with the sound of digitalised technology as countless...tell

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MURDER!



"GHASTLEY MANOR"
THE LOCATION OF
HORRIFYING HOMICIDE

Police have today begun the search for the killer of the victim, who was found dead in the manor house at 10.20.

The victim, who was found dead in the manor house at 10.20.

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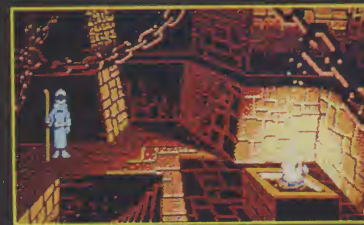
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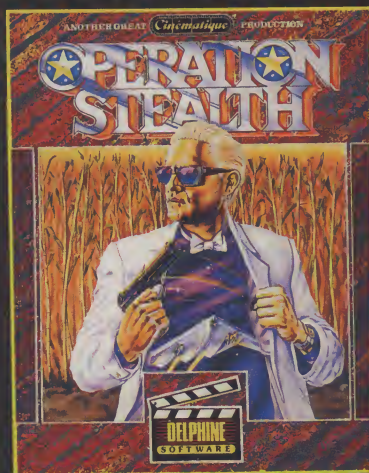
The victim, who was found dead in the manor house at 10.20.



LOOM™

Atari St, Amiga, PC & Compatibles

- Stunning high resolution, 3D landscapes.
- Sophisticated score & musical effects.
- Point 'n' click control of characters, objects & magic spells.



OPERATION STEALTH

Atari ST, Amiga, PC & Compatibles

- Fully mouse - driven Cinématique™ operating system.
- PC version features 256 colours (VGA).
- Superb music enhanced by Ad Lib and Roland compatibility (PC version).

THE CITY

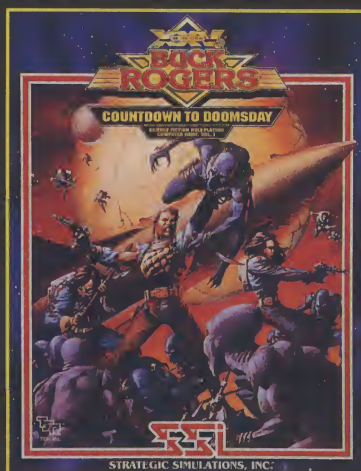
with ...machines open doors into new worlds of computer entertainment.
 s of A solitary figure walks the streets, head bent, dejected. Take pity,
 ess... tell him about the **GOLD IN THE CITY**.



THEIR FINEST HOUR™ THE BATTLE OF BRITAIN

Atari ST, Amiga, PC & Compatibles

- Create your own mission with authentic combat action.
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- Unique reply camera plus a host of special features.



BUCK ROGERS™ COUNTDOWN TO DOOMSDAY

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- Detailed computer role playing game.
- Battle a myriad of strange beings, including lightning reflexed terrain desert runners, galactic pirates and assault robots.



OPERATION HARRIER

Atari ST, Amiga & PC & Compatibles

- Features unique ROTOSCAPE rotating-landscape technique.
- 5 complex missions to tackle and complete.
- Ad Lib and Roland sonic support (PC version).

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

4D SPORTS BOXING

Boxing isn't everyone's cup of tea. Big guys with forearms like hams bludgeoning each other senseless is one thing, but all that antiseptic mouthwash and skipping? No thanks.

Indeed, fight fans have had little evidence with which to convert non-pugilists to the cause. While there's no shortage of decent martial arts games on the market, the transition of the noble art to the small screen has been a little (ahem) rocky.

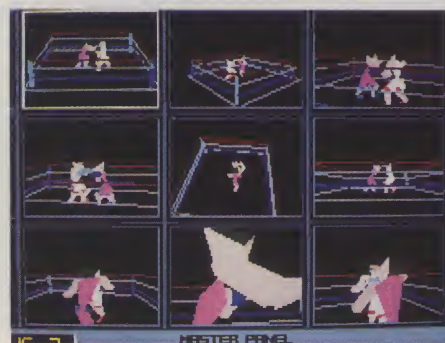
4D Sports Boxing, however, is a scream. There's the option to get into the action immedi-

Mindscape's contender for the best sports game ever.

ately, or take a more sedate approach and construct your own boxer, lead him through the training process and pick and choose your fights, behaving more like a trainer/promoter for much of the game.

Distinct from other ringside affairs, it's entirely polygon-run and the mobile cameras provide a clear view of every blow. A video playback option allows your most exciting bouts to be viewed over and over, at literally any speed you want.

Having been introduced by the Master of Ceremonies, both fighters limber up and make



for their corners. At the sound of the bell, they bounce/stroll/lumber (depending on weight) toward the centre of the ring and the combat begins.

The available moves are truly comprehensive; upper cuts, jabs, hooks, crosses, rabbit punches. You can work inside, push your opponent onto the ropes, even jump on him while he's sprawling on the floor.

You can fight as many exhibition bouts as you want, and you can pit your fighter against anyone, even the World Champ if you're brave enough. Championship bouts are another matter. You can only fight a boxer within three positions higher or lower than yourself. There are up to three months training time before each bout. In order to succeed against a strong fighter, some work on the heavy bag is necessary. If the opponent is quick on his feet, some serious skipping is in order.

Whether you a fan of the fights or not, 4D Sports Boxing offers a great deal.

● Jim Douglas



The boxer on the right of the screen is having difficulties. Now is the time to make the most of the upper cut.

5
Interest level
0

hour day week month year

AMIGA ST

A riot from start to finish. Easy to get into, with lots of lasting appeal. The training section offers depth too. And there's some genuine strategy involved in picking the right fights. Even the complexity of the available moves is handled efficiently.

ACE RATING
900

7 8 9
G I Q A FF

IBM PC

Even on less than supersonic PCs, the polygon routines shift the boxers swiftly. The only problems sometimes occur when the boxers are close together, filling the screen and some of the logic falls down, resulting in objects appearing in the wrong order on the screen.

RELEASE DETAILS		
IBM PC	£24.99	OUT NOW
ATARI ST	£24.99	JAN '91
AMIGA	£24.99	JAN '91

No other versions planned

Hard Drivin' II

DRIVE HARDER

A year ago, *Hard Drivin'* shook the world. Now buckle up and step on the gas as *Hard Drivin' II*, the sequel, streaks onto your screen.

Hold on tight as you roar round four thrilling new circuits, or build your own using the unique Track Editor. Once designed, a computer generated view of the new circuit will appear so that you can memorise your route and its hazards. Now you can test your skills on a really mind-blowing stunt track!

And there's more! Link your computer to a friend's Amiga, Atari ST or IBM PC for a head to head race to the finish. If you're lagging behind, go for gold and boost your speed with Nitro Injection – guaranteed to leave the opposition standing.

Hard Drivin' II is faster, meaner and even better looking than the award winning original.

Hard Drivin' II – Drive Harder!

TENGEN
The Name in Coin-Op Conversions

Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25"
Programmed by: Jürgen Friedrich
© 1990 Tengen Inc. All rights reserved.
™ Atari Games Corporation
© 1990 Artwork & Packaging
Domark Software Ltd.
Published by Domark Software Ltd, Ferry House,
51-57 Lacy Road, London SW15 1PR
Tel: 081-780 2224 Amiga & Atari ST Screenshots

DOMARK

The fantastic sequel to **HARD DRIVIN'**

This Christmas, there's a little bit of Commodore in all of us.

Excitement, adventure, daring, call it what you will. The fact remains there's a little bit of it in all of us. That's why you should give a Commodore computer some serious thought this Christmas.

Take the new **Amiga 1500**. This powerful home computer gives you the ultimate in family entertainment. Screen images that will literally blow your mind and an impressive collection of leisure software . . . Battle Chess, Populous, Sim City and Their Finest Hour, the incredibly realistic Battle of Britain simulation.

Then, in an instant, it can switch to a serious business machine with Platinum Works, everything you need to work from home. Or to

your own design/animation studio with Deluxe Paint III. The Amiga 1500 comes complete with 1 full Megabyte of RAM, keyboard, colour monitor and two built-in disk drives for only £1149.99.

Of course, the **Amiga 500**, recently awarded European Computer of the Year, is still the most coveted computer for kids of all ages. The Amiga 500 takes you into a fantastic world



The Commodore
Amiga 1500 – £1149.99

"Now, let's see if I can ..."

of graphics, animation and sound. It has the power to educate, entertain, inspire and stretch the imagination like no other.

This year, look out for our 'Class of the 90's – First Steps' pack with 512Kb of RAM Expansion and a whole range of educational software; Deluxe Paint II, Pro Write 2.5, Infofile, Music Mouse, Let's Spell at Home, Amiga Logo with Talking Turtle and BBC Emulator. 'Class of



The Commodore
Amiga 500.
Screen Gems –
£399.99*
First Steps –
£599.99*

"Yes, I'm learning fast ..."

the 90's' includes 10 free diskettes, mouse mat and introductory video. At just £599.99 it's a small price to help any child throughout their academic life.

And when class is over, there's our new Amiga 500 'Screen Gems' pack which includes Deluxe Paint II and four new challenges, each based on a blockbuster movie; Back to the Future II, Nightbreed, Shadow of the Beast II and the devastating Days of Thunder for only £399.99.

On the subject of fun and games, we present a totally new double pack for the C64, undoubtedly the world's favourite games computer. If brain-stretching tasks are your forte, choose 'Mindbenders' with Confuzion, Split Personalities and Trivial Pursuits. Or if it's pure escapism you prefer, there's 'Night Moves' with

The Commodore 64.
Mindbenders and
Night Moves – £159.99*



"I'll give it my best shot..."

the compelling Midnight Resistance, Nightbreed, Secret Agency Sly Spy and Shadow Warriors. The C64 computer comes with data cassette and two joysticks and is outstanding value at £159.99.

This Christmas, we are also proud to unveil the C64 Games System, a system built for one single purpose – having fun.

The C64 Games System is instant enjoyment for all the family and comes complete with annihilator joystick and four fun-filled games. When you've mastered Klax, International Soccer, Flimbo's Quest and

Fiendish Freddy's Big Top, you can choose from another hundred. All this for under £100.

Every games cartridge for the C64 Games System is compatible with the C64 computer. And all Commodore machines, together with a complete range of peripherals, are available from any major high street store.

So whichever one of our computers you do choose, it's sure to bring out the best in your family. After all, there's a little bit of Commodore in all of us.

Call 071 873 9800 for details or send the freepost coupon below.



The Commodore
64 Games
System – £99.99*

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All prices are inclusive of VAT.*Monitor not included.

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To find out, please complete your details and send them to Commodore, Freepost 38, London W1E 6PA.

Name _____

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Commodore

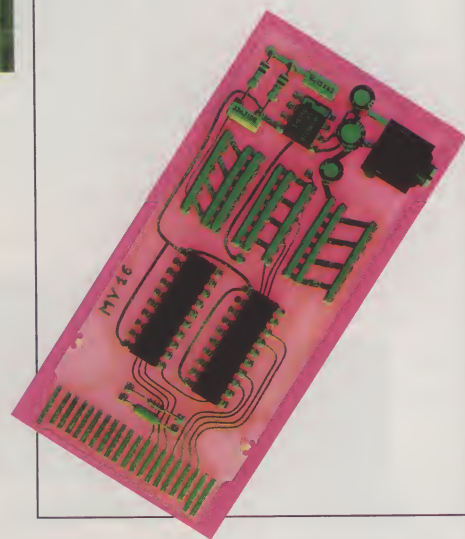
X/ACE/a



You can't get any privacy anywhere - there's only a bloody special agent in the toilet cubicle!

SOUND BONUS

Yup, you get a nifty little sound card included with the ST version of the game. The production model of this digital-to-analogue convertor will be packaged in a sturdy card casing, and allows the ST to output four-voice sampled sound effects and music, giving it in effect the sound capabilities of the Amiga. The card plugs into the cartridge port and has a stereo minijack socket which is ideal for use with personal hi-fi headphones - you can connect it to your hi-fi with the appropriate connectors, but the output level is a little low. Sampling resolution is presumably 8-bit, and though there's some background hiss the music enhances the game enormously. On the Amiga version, you get similar sound without the need for a board.



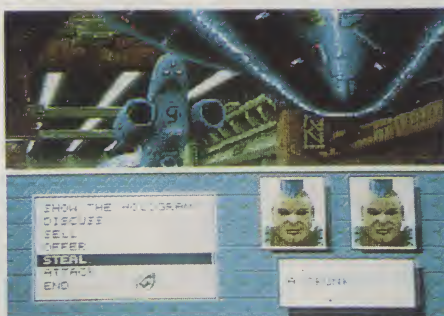
B.A.T.

We've gone batty over BAT - Ubisoft's intergalactic thriller

When you open the packaging for BAT and a small card-cased PCB falls out, don't panic; it hasn't shaken loose from your ST. It's a freebie which adds even more to the value of this excellent game, but BAT would have been a real winner even without this sound card, which considerably enhances the game's soundtrack.

BAT is a massive, superbly designed and absorbing sci-fi graphic adventure which sets new standards in practically all areas. Ubisoft's track record includes as many hits as misses, but in BAT the best aspects of graphics, sound and design have come together, heavily influenced I suspect by the French comics geniuses such as Moebius and Druillet.

Set in the 22nd Century, BAT is a tale of the Bureau of Astral Troubleshooters, a secret security force whose task is to keep the peace and ensure the prosperity of Earth. Part of the problem is that relations with the planet Selenia, which is dominated by big business, are notoriously tricky. When a criminal genius, Vrangor,



Let's have a chat to these fine fellows and see what happens...



Oh no, they think that you spilt their pints. Quick, chose a weapon and get them before they get you!

blackmails Selenia's businesses with the threat of chemical weapons, you are assigned to track him down and take him out...

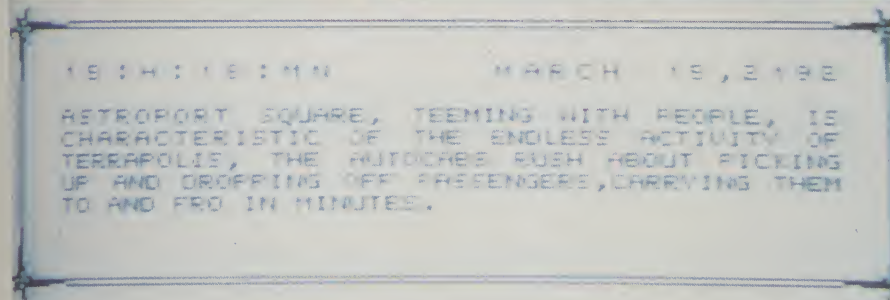
Your only clue is that the brainwave of one of Vrangor's accomplices has been detected; tracking him down is obviously your first task.

PLEASURE ZONE

BAT is a graphic adventure with animated features; it comes on three disks and is completely open in the sense that you can move freely from one location to another in your search for clues.

The backgrounds are gorgeously detailed; locations include space ports, sleazy alleys, pleasure zones, forests, tunnels and even underwater sections. As you move from one location to another, windows open on the main display, and as you move back they close again. There are supposedly over 1000 locations, and each features little animated touches like ambling aliens, flying spyprobes, opening doors and passing shuttlecraft.

The game itself is pointer-controlled; as you move the cursor around the screen, it changes shape according to the functions available. For instance, the "speech" cursor indicates that you can talk to an alien, the "arrow" cursor that you have found an exit, and there are others or combat and so on. Other functions such as Inventory,



Not far from the astroport lies this teeming square. Where to now?

Health and so on are accessed from a pull-down menu on the top left of the screen.

To give you an idea of the gameplay without giving away too much of the plot, in the opening routine you have to meet your special agent contact (in the gents' lavatory – typiquement Français, n'est-ce pas?). Moving into the restroom, you pull down the Search option to discover any useful objects, then move into a cubicle where you meet your contact. He gives you a briefing and several useful objects such as a credit card, guns, money and a hologram of your target, Vrangor.

Move out again and try interacting with the seven types of passing aliens. You can ask the time – useful since you're working on a time limit – just say hello and see what happens, or pull up a dialogue window to engage in more complex transactions like bribery. Slip a cop a few galactic credits and he might come up with some useful info – or he might just pocket the cash and tell you to keep your nose clean. Other denizens of Selenia such as the Skunks will sell you ammunition or narcotics.

As the game progresses you can interact in more unusual ways – especially in the alien red light district, which has a lot of exotic experiences on offer. Beware, though, of killer robots who seem to pop up to hurry you along – usually onto a combat screen where your health and ammunition status fall rapidly as you shoot it out.

Around the city you will find video communicators – slot in your credit card, punch the number you want to call, and you can interrogate characters from afar, which saves time. First, though, you have to find their numbers...

BAT MAN GOES BOBBING

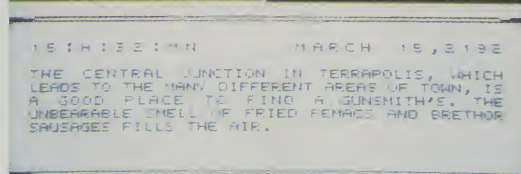
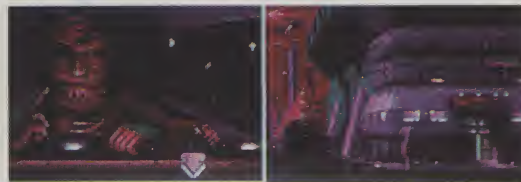
Another unusual feature of the game is your personal computer, BOB, which is attached to your wrist. Click on the right button to access BOB, then select a control key to choose one of the Bidirectional Organic Bioputer's functions. One of BOB's most useful functions is translating Robot and Alien speech for you, but he will also monitor your health and alert you when danger threatens.

In fact BOB is programmable – a computer within a computer – so mastering his functions is an essential of playing the game, adding another element of variety. And, oh yes, there's even a limited 3D flight sim sequence hidden somewhere in the game!

The sound effects (see SOUND BONUS panel) of alien speech, gunfire and passing vehicles are excellent, as is the continuous game music which is very atmospheric – but eventually you'll probably want to exercise the option to switch it off. While the sound card has obviously added to the price of the package, you will be able to buy future compatible Ubisoft (and other software houses'?) products without the card, so it's a long-term investment.

Overall BAT is extraordinarily good, and if it were possible to award it ten out of ten in every category I would be sorely tempted. As it is, you just have to take my word that if you miss BAT, you're missing an absolute classic.

● Chris Jenkins



Terrapolis Central – key to the city!



Every aspect of BAT draws you in deeper; the excellent graphics, absorbing gameplay, novel sound system and complex plot. With what seems to be an enormous challenge ahead of you, BAT may turn out to be not so much a game, more a way of life.

ACE RATING

908



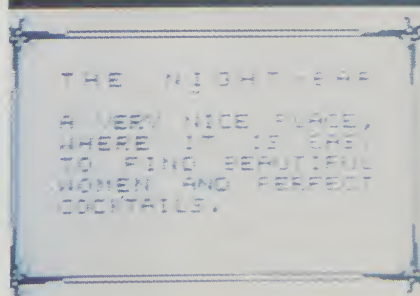
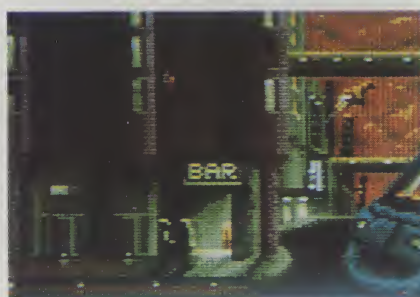
ATARI ST

Although BAT takes the ST's graphics capabilities to their limit, the concept of providing extra hardware to enhance the sound output takes it to a new level of achievement. Fast in operation, with a minimum of disk swapping, it's hard to imagine anything more sophisticated.

RELEASE DETAILS

ATARI ST	£34.99	OUT NOW
AMIGA	£34.99	IMMINENT
IBM PC	£TBA	TBA
C64 disk/cart	£TBA	TBA

No other versions planned



Sigh! The loneliness of space. You enter a bar searching for solace in the arms of a beautiful woman...

BETRAYAL

*Your Father's been murdered,
Your Peasants are in revolt
and your wife's run off with your best
friend - the Kings' brother.*

*Quite possibly the best news you've had
for some time!*

Betrayal.

From Rainbird.

*A web of intricate possibilities - but fair
play isn't one of them.*



MASTERS OF STRATEGY



Screens mix different levels and traps – they're not as easy as they look

Okay, so there's a well animated guy in a white suit. Big deal. The software bins of ACE are full of games with cute lead characters. What makes *Prince of Persia* so special? Well for a start, the excellent animation is integral to the game. The precision movement of the character allows truly realistic acrobatics to be performed. He can run, jump, climb, fight and duck. He can even creep along, treading carefully through deadly spikes.

The environment the Prince finds himself in is unrepentantly hostile. His mission is simple; to rescue a beautiful princess from the dastardly clutches of The Grand Vizier. While the premise is simple, the adventure ahead is simply breathtaking.

Level One: The Prince finds himself in the dungeons of The Vizier's palace. This stage is very much a training ground. Most of the elements seen later in the game can be found here, in slightly tamer form. Platforms can be reached by standing directly underneath them and tapping "up". Conversely, you can climb down by standing on a ledge and tugging back on the stick. Rather useless dungeon guards swan about, largely for you to practise your swordplay. The colour of these guys' outfits indicates their fighting ability.

Having got to grips with the controls, life instantly becomes tougher. On level two the jumps are longer, the foes are meaner and there's some serious puzzle solving to be done. This stage is your last chance to master the immense control you wield over the movements of the Prince. From here on, there's little room for error.

Come stage three, and it hardly feels like the same game. The Prince has to perform superhu-

PRINCE OF PERSIA

man feats with exhausting regularity. If he's not stepping through ferocious razor-edged slicers or battling re-animated skeletons, he'll be performing one of the set-piece tasks. These basically run along the lines of finding a switch, activating it and then returning to the location of the initial obstacle before the switching effect has worn off.

Level 3's particular set-piece runs as follows: In order to reach the door-opening switch, a massive chasm must be crossed. On the other side of the chasm is a closed drawbridge. Below the drawbridge is a long drop and a pit of spikes. The switch to operate the draw bridge is three screens away on the right; on a pillar in the middle of nowhere. The prince must run hell for leather and make one, two, three jumps and hit the switch. The draw-bridge (three screens away) will open. Now comes the tricky part. Once you step off the switch, the bridge will start to close. The Prince must run back across the deadly jumps, sprint across a clear screen building up speed and then perform an incredible leap towards the drawbridge ledge. By the time he makes his jump, the drawbridge is three-quarters closed. If you time it right, the Prince will just crawl through in time. Of course, simply working out what you have to do is a challenge in itself,

Broderbund's *Prince of Persia* is both a masterpiece of animation and a gamers' delight. For UK licensee Domark, Christmas has come early.

let alone performing the string of feats necessary to get through.

Throughout the game, helpful sound effects give clues. Touching a secret switch may produce the sound of a far-off drawbridge opening or closing, or even stop the infernal gnashing of those razor cutters. Sensible players will pay close attention to these details.

When static, *Prince of Persia* looks a bit on the dull side. Don't be deceived. When it's moving, it's a dream. You've certainly heard games described as "like a movie" and "cartoon-like animation", but for once it's as true as it's ever likely to be with the current level of technology. And the playability, difficulty and puzzle solving elements are balanced to perfection. A gem.

— Jim Douglas

hour day week month year

The Prince, without doubt offers a pretty high instant "wow" factor. And from there the graphic definition and puzzles deliver excellent maintained interest long into the curve. Even once all levels have been completed, the difficulty and visual appeal of some of the stunts will keep you coming back for more. Skillville!

ACE RATING	
915	AMIGA

The background graphics of the locations are functional but a little dull. However, with so many secret switches and panels to look out for, it would be a nightmare were they any more complex. The animation of the Prince and his foes is astounding. Arabian-style music at the front end and in between stages adds atmosphere. Excellent and identifiable sound effects add to the game too.

RELEASE DETAILS	
AMIGA	£24.99
IMMINENT	
No other versions planned	



Whether you're leaping around or fighting with the opposition, the animation of the central figure remains superb. The only drawback – as you can see from the shots on this page – is that the backgrounds don't vary much. But with animation like this, you never feel cheated



Amiga



Atari ST



Commodore 64



Amstrad CPC



Spectrum



GOLDEN AXE



Take the challenge! The evil Death Adder has kidnapped the King and his daughter, and is lurking in his lair with the precious Golden Axe. Only you can rescue the rulers of the Land of Yuria and set their people free. But can you battle through the six levels of this action-packed quest that is faithful to the coin-op original? Use magic to blast your enemy, slash and hack with your trusty weapon – or climb onto the back of a fire-breathing Bizarrian to deal death to the foe. Hectic combat action awaits you...

D.POWER '90



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16 Portland Road, London W11 4LA

DARE YOU TAKE YOURS?

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STAR CARS

Arnie is not alone in the Famous Automobile Hall of Fame. Join us as we take take a wander through its musty chambers and meet...

BENNY, a yellow taxi cab with a heavy Brooklyn accent and a heavier attitude, helped rescue gumshoe Eddy Valiant and his framed Toon client Roger Rabbit from the nefarious clutches of Judge Doom, and in the process saved Toon Town from being 'dip'-ped, in the classic *Who Framed Roger Rabbit?* Parallels with Arnie and his plight are purely coincidental (?).

CHITTY-CHITTY BANG-BANG, a car that could fly with the aid of thick matte lines, appeared in the film of the same name. So-called because of the racket he made, Chitty (to his friends) appeared along with the odious Dick Van Dyke (who has never been forgiven for his appalling 'Cockney' accent in *Mary Poppins*) and two saccharine-sweet child actors. The film was so desperate that it had to name the female lead 'Truly Scrumptious' just so that they had an excuse for a song of that title. **Second Opinion Department:** Actually, this film is probably one of the greatest achievements on celluloid, second only to *Inn of the Sixth Happiness*. (ACE Editor).

HERBIE, an 'intelligent' car, appeared in a whole series of Disney movies, such as *Herbie Goes Bananas* and *Herbie Goes To Monte Carlo* but, unfortunately, not the one most movie-goers wanted to see, *Herbie Go Away*.

JOHNNY CAB provided a get-away vehicle for Doug Quaid, A.K.A. Arnold Schwarzenegger, in *Total Recall*. Schwarzenegger thanked him by ripping his head off, and not leaving a tip.



It'll be 'plane sailing once you've got rid of Mr Naa-Naa.

CARVUP

What a jolly place Cartoon World is! Everyone is always smiling and laughing and having a very... er... nice time. That is, everyone except Captain Grim, a miserable sod of the first order. His aims are simple - he wants to cause no end of mischief and become an end-of-level baddy. So he invites his nasty chums, the Loony Toons, over to help him. And that's when the trouble really starts...

Pity poor little Arnie, the friendly car. His headlamps moist with tears, he watched in despair as everything turned bad in Cartoon World. Then his friends began to go missing, kidnapped by Grim and his cohorts and placed at the end of eight game stages. This was too much! Girding his gears, he set out to rescue his chums, save the world from badness and deal some justice to Captain Grim, auto-style!

Each graphically-unique stage consists of six levels of horizontally-scrolling platform pandemonium. You control Arnie as he trundles around. So intent is he on his quest that he never stops moving; you can only change his direction, left or right, or make him jump. Arnie's sense of self-preservation will cause him to turn around automatically and start travelling the opposite way if he reaches the edge of a platform.

CORE DESIGN hit the road - and bounce off it!

Arnie is an athletic auto, and can do three types of jump. The normal jump is accessed by simply pressing fire. However, pushing up at the same time will cause Arnie to jump higher, while pulling down causes Arnie to do a short hop, useful for descending platforms.

All the platforms have been infected with badness. Driving over them makes them good, and occasionally causes fruity bonuses to grow from the rejuvenated surface. If you're quick you can do a quick U-turn and pick them up for points before they disappear.

Other goodies drift down from the sky; some are worth points, some are letters which can be collected to form the words 'BONUS' or 'EXTRA' for points or a life, but most important are the extra weapons, like ejector seats and backfire, which will help fend off the Loony Toons patrolling the platforms. Keep an eye out for unusual bonuses awarded for doing certain tasks - sorry, no clues (but Core tell us to hunt out Mr Naa-Naa!)

Turn all the platforms to good before the time limit expires and a helicopter ally will fly in and airlift you to the next level. Fail and the Turbo Demon will appear and chase you round the screen until he catches and kills you.

At the end of each stage there's a bonus level: no baddies, no platforms, just loads of yummy goodies tumbling from the sky - catch 'em quick! Before you start the next level there's a brief but amusing animation of Arnie rescuing one of his friends. Turn all 48 levels to good and Grim's evil reign is at an end!



Now you've seen 'em all - 'planes, trains and automobiles. Where's Steve Martin?

● David Uphurch



The colourful sprites bounce nimbly around the two-level parallax scrolling landscapes. The gameplay is very reminiscent of a console game: simple, enjoyable fun with lots of neat hidden features to keep your interest. The levels are not overly difficult to complete. Two minor playability niggles annoy: unavoidable new nasties appearing on screen when you're in mid-jump and the automatic turning, which takes time to get used to and still causes unnecessary life losses when the heat's on.

ACE RATING

760



AMIGA

The graphics and sound, although very pleasant and professionally done, are not mind-blowing. In fact, pleasant just about sums up the whole game. It never really excites you, nor does it really bore you. You'll plod your way through the not-impossible-to-complete levels until you reach the end. When you do, you're unlikely to return.

RELEASE DETAILS

AMIGA	£24.99	OUT NOW
ATARI ST	£24.99	IMMINENT

No other versions planned

Squeeeeeeeee! Go the tyres. Vroooooom! Goes the engine. Craaaaaaash! Goes the gearbox. This is the world of *4D Sports Driving* and, apart from a couple of niggles, it's a damn fine game.

Neither an out-and-out race game like *Indy 500* or a stunt program like *Hard Driving*, *4D* (provisionally entitled *Skid Marks* hur hur) delivers – largely successfully – on both counts.

Inevitably, before you can start handbraking your way through pelican crossings, there's some auto business to take care of. The main menu branches into Car, Track, Option and Opponent sub screens. A host of cars are available (see panel), each displayed together with a breakdown of its performance, roadholding, acceleration curve etc. Pick the best to suit the features of the tortuous track ahead. Options offer standard toggles, like music on or off but also the level of graphic definition. Landscape features can be reduced or turned off enabling players with relatively slow PCs to enjoy a swift screen update.

Opponents range from useless nancy boy Sunday drivers like Bernie Rubber to superskill Smoking Joe Stallin who seems to have some other-worldly affinity with any car and never gets anything wrong, even if you saddle him with a decrepit old rustbucket. Each driver has specific problem areas (fear of heights, bends etc). and their weaknesses can be exploited during the race.

Each opponent has designed a track, and obviously they fare better on their home territory. A track editor is included, offering that Skalextric "Let's build an impossible course" facility. If you prefer to go for a fast time you can opt to race against the clock.

Tracks comprise six basic elements; straights, curves, banked sections, loop-the-loops, barrel rolls and chicanes. These can be put together in pretty much any order you want to produce a fast, slow or unfinishable race.

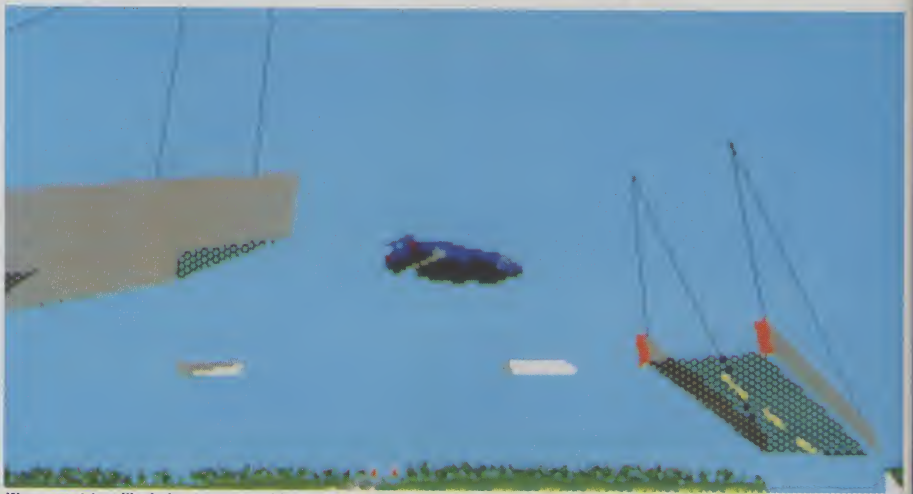
The driving action is depicted (initially) from within your car; the steering wheel and instruments appropriate to the vehicle. A helpful blue dot on the steering wheel indicates the degree of turn. Other drivers, on the whole, are fairly considerate. They won't carve you up and generally avoid the idiotic driving practices in which human players so frequently indulge.

Some cars are better than others for certain courses. And some are completely useless. Vehicles at the lower end of the power scale are unable to make long distance jumps, and frequently belly-flop and explode on the tarmac.

Spectacular wins/accidents can be viewed over and over thanks to the replay option. The viewpoint of the playback can be from either rostrum, helicopter or in-car camera. You can use these facilities to alter your view while actually driving, but my auto-success didn't noticeably improve as a result.

4D Driving performs its balancing act of being both an accurate simulation and a knock-about motor larf quite well. The variety of tracks together with the edit facility offer lasting entertainment while the easy control of the car means it's nice and easy to get into.

● Jim Douglas



Wooooaaa! Just like being Burt Reynolds in Hooper. Will your Lambo's suspension stand up to this treatment for long?



The Main Menu. Guide that mouse and select those options!

ONE CAREFUL DRIVER...

Mindscape's Special Offers with low mileage and relatively little accident damage are:

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Lamborghini LM-002
Porsche 962
Porsche Carrera 4
Porsche March Indy
Corvette ZR1
Acura NSX
Audi Quattro Sport

4D SPORTS DRIVING



Not quite a top score to begin with, since there's a bit of ninnying around to be done through menu screens before the action can begin. After an hour or so you'll be hooked, increasing your control on the car, and actually winning some races. The track editor offers long term variety, but the tracks supplied should keep you busy for a good few weeks. Thoroughly enjoyable.

ACE RATING
880

B 8
S 6
G 5
I 4
Q 3
A 2
F 1

IBM PC

The thoughtful inclusion of the detail switch-off means *4D Driving* can be fast and fun even on slow machines. The only problem with this feature is that it becomes a bit difficult to see which way the track is going, since only the road quite near to your car is plotted on the screen. A hard drive is really necessary, since the disk is accessed between each drive and each menu screen. Playing on floppies is a bit of a trial of patience.

RELEASE DETAILS

IBM PC	£24.99	IMMINENT
ATARI ST	£24.99	JAN '91
AMIGA	£24.99	JAN '91

No other versions planned

Mindscape, ever keen to out-do the opposition, offer gamesplayers four dimensions of gameplay. And the fourth dimension is... YOU!



And let's take a look at that in slow motion with our helicopter camera.... Stunning!

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Dragon Breed, but for one element, would be shockingly similar to *R-Type*; Horrific odds are stacked against you. Collectible power-ups offer increasingly deadly battle equipment. And there's a woppa-monsta at the end of each level.

So it's clear that a new exciting element is pretty flaming vital. In *Dragon Breed*'s case the added ingredient is the deadly tail of the dragon you fly.

The standard power-up gameplay goes out of the window to a certain degree and there are new skills to be learned. The tail of your dragon snakes around and is impervious to enemy attack. It kills most aliens on contact, and inflicts heavy hits on even the most resilient bad guys.

Players making the mistake of trying to play in straightforward shoot-out style won't last long. The volume of aliens and incoming shots on the screen simply can't be dodged; there just isn't

You have to fly underneath this big beastie. Sending a big dragon-spit toward the orange stars should clear the way a little.



The end of Level 2. Shoot out the eyes in order to get through. Innocent looking but deadly stars rain down onto your dragon.

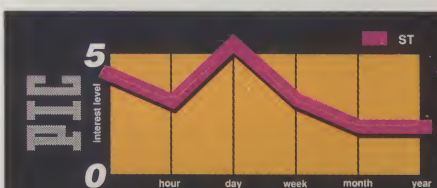
DRAGON BREED

enough room. Instead, you must continually flick your tail up and down, sweeping away the bad guys and their bullets like some apocalyptic spring-clean. Even the head of your dragon will kill the enemy on contact.

All this destructive power makes you feel thoroughly invincible for at least ten seconds, until you realise quite how vulnerable your dragon rider is. Take a single shot, or so much as touch an alien, and he's history. It's this balance between vulnerability and killing power which make controlling your dragon both a joy and a trial.

Your basic dragon, no spoilers or fluffy dice, comes with a single-shot fire capacity and not much else. Toasting one of the occasional blue harpies which fly by will produce a power-up; these change your dragon's abilities (see 'Breath Test' box). Needless to say each is more or less helpful in each stage.

No dragon your feet!
Activision are hot to trot
with their latest
scorcher. Flame on!



Definitely a bit of an oddity, *Dragon Breed* is visually appealing and the novelty value of the tail swishing will really grab your attention. After playing for about half an hour though, the frustration of the dragon movement considerably saps the interest. The Funometer peaks after a day or so as you get to grips with the controls, but ultimately *Dragon Breed* has little long term appeal, and it'll be lucky to get much of an airing after the second week.

ACE RATING

720

8 6 6
G I Q A F F

ATARI ST

The scrolling is pretty good, but some of the sprite movement leaves a bit to be desired. Later levels feature heavily patterned backgrounds and it becomes tricky to spot the smaller incoming enemies. The nature of the game makes you want to get straight back into battle, but there's a rather irritating pause (albeit short) between each life and this slows down the action.

RELEASE DETAILS

ATARI ST	£24.99	OUT NOW
AMIGA	£24.99	December

No other versions planned



Flying a basic dragon on Level 3. Chances of survival here are slim, as the roof-mounted installations fire like there's no tomorrow!

Holding down fire builds a great ball of dragon spit in the mouth of your beast. Release fire and it'll shoot out and demolish virtually everything in its wake.

Lose a life, and all your power-ups go with it. Now this is where the game becomes a little tiresome. Without at least one power-up, some stages are nigh-on impossible. You're completely surrounded by bad guys and the incoming shot rate is nearly insurmountable.

Provided you're willing to be sent back to the start of the stage again and again and you're patient enough to get to grips with the tail control it could prove satisfying, but I suspect that most players will become too frustrated and come back less frequently.

● Jim Douglas

BREATH TEST

Power-ups throughout the game increase the toughness of your dragon. Witness:

RED: Your dragon will now shoot flames. Rapid depression of the fire button builds a long flame shooting out of your dragon's mouth. Not bad, but it does require some hefty fire-button action. Only offers help on a horizontal level.

BLUE: You can link the front and end of your dragon, forming a loop, but your rider will be on the outside of the loop, somewhat exposed. Each time you fire, deadly blue liquid fall out of the... er... end of your dragon. Not bad, but leaves the rider prone to attack.

SILVER: Each time you fire, little dragons fly out and home in on any enemies on the screen.

GOLD: Again, you can link your dragon up, but your rider is on the inside. Very secure.

Collecting gemstones will increase the power of the particular power-up, offering eight-way fire, rapid shots, etc.

KICK OFF 2



A NEW DE SOCCER SU



- BLISTERING PACE
- PIXEL PERFECT PASSING
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KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

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- * Instinctive Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and do sliding tackles.
- * Set piece. FREE KICKS including dummies and the ability to dip the ball or bend the ball round a defensive wall.
- * 9 types of corner kicks with full control of shot power. Long and short throw ins.
- * Team selection from a squad of 16 with substitution and a choice of tactics.
- * League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.
- * Facility to view, edit and save the Action Replays and create a Golden Shots disc. (Excl. IBM & CBM 64)
- * Facility to load Player Manager teams and tactics for a single or league game.
- * Red and yellow cards, 16 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.

ST ACTION - The best game ever to grace the ST. Highest accolade I can give.

AMIGA USER INT - The best computer game ever 97%

THE ONE - Ultimate soccer simulation. 96%

THE ACE - Brilliant. Buy, Buy, Buy. 930.

AMIGA FORMAT - Best footy game to have appeared on any machine. 94%

ST FORMAT - What a game! Gem to play. Magic. 90%

C & VG - Championship winning material. 95%

GAMES MACHINE - Probably the best sports game ever. 92%

COMMODORE USER - No other footie game can touch it. 90%

AMIGA ACTION - Surpasses all other football games. 93%

POPULAR COMPUTING WEEKLY - Nothing short of brilliant.

NEW COMPUTER EXPRESS - Computer football event of the year.

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NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game.

COMMODORE USER - At last a management game that requires true management skills - a winner. 94%

ST FORMAT - Brilliant. 93%

AMIGA FORMAT - Enthralling and addictive. 93%

ZZAP - Best football management game ever written. 92%

AMIGA - ST £19.99

AK

7 DENSION IN R SULATIONS

THE FINAL WHISTLE Amiga - ST £12.99 (Rel. Nov.)

Raises the skills required and gameplay of KICK OFF 2 to new heights.

Two extra kits.

Look at any player stats. (attributes and skill) before selecting squad.

Totally new corner kicks with full control of the power, height and trajectory of the ball.

Enhanced throw ins and penalty shots.

Provision to flick the ball in the air and do a blinding header or a spectacular overhead kick.

New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.

Linesmen and referee on the pitch.

A new player attribute FLAIR. A player with a high level of flair will try a solo attempt at the goal.

4 new pitches - Wembley - Icy - Muddy - Non-League

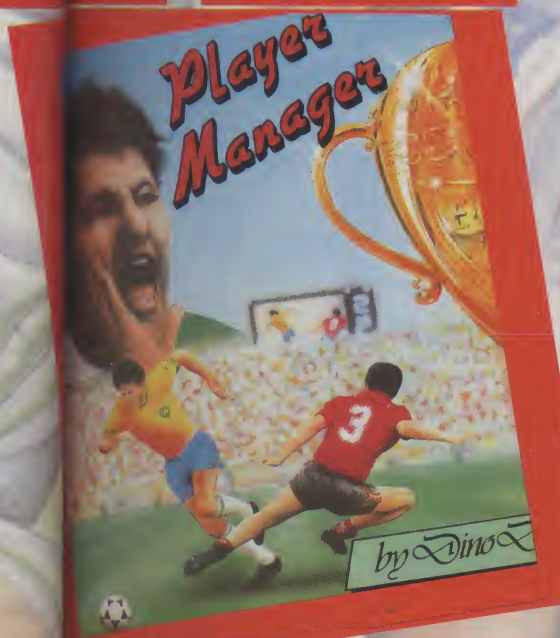
And Lot's More

WINNING TACTICS (£6.99 - Rel. Nov.) - A collection of tactics for use in Player Manager or KO2 with full explanations.

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achine. 94%



Draft specifications. Subject to changes without notice

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Deathtrap

Don't bother with Deathtrap if you're looking for an original storyline. How many times have you heard this one before? - "Valiant young prince enters magical labyrinth of evil sorcerer, armed only with a dagger, takes on horrific demons and terrifying deathtraps, collects treasure and magic potions, defeats hideous guardians and finally recovers the source of the wizard's powers."

Pretty familiar stuff, but Deathtrap is one of the better efforts along these lines, as you can tell from the excellent opening sequence featuring multi-level parallax scrolling backgrounds, excellently-animated characters, fine music, beautiful backdrops and convincing lighting effects. Once the Prince Abi, has entered the castle, you start off with a few simple enemies to dispatch to get you into the mood. The backgrounds of the five levels, including castle, catacombs, ice waste, Hell and Rot, are excellently drawn, and the multi-way scrolling very smooth (except, for some reason, when Abi crouches down to crawl through a tunnel). The action soon picks up and things begin to get on top of you (literally as well as metaphorically) as the monsters attack from all sides, and deadfalls drop from the ceiling and crush you.

The monsters include ghosts, giant frogs, fire-ball-throwing phantoms, leeches, grabbing hands, stomping demons, volants (rock-dropping birds) and parasitic aliens. Each demands a different weapon or technique to polish it off, and some leave behind bottles of potions which you must collect; red for weapons, green for spells, blue for curative powers. You can also find potions and weapons in chests, though some contain nasty surprises.

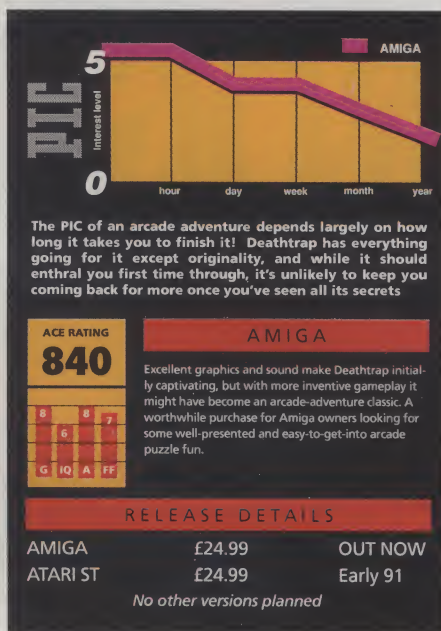


Snot funny! Bleurg! It's dark'n'dank in the dungeons and there's 'orrible beasties all around.

Swords and sorcery, platforms and ladders, frogs and phantoms – is arcade adventure Deathtrap more than a load of warlocks?

Below the main display are panels showing the potions collected; the level of the labyrinth; the weapon in use and its strength; remaining lives; and the state of your health in the form of an orb, the colour of which changes from green to orange to red. If you die, you die messily, reduced to a heap of offal in the most nauseating way.

Press the space bar and you move to the menu screen where you can trade amounts of potion for new weapons, spells and cures. Weapons include fireballs, bouncing daggers, boomerangs, lightning, mind power which acts



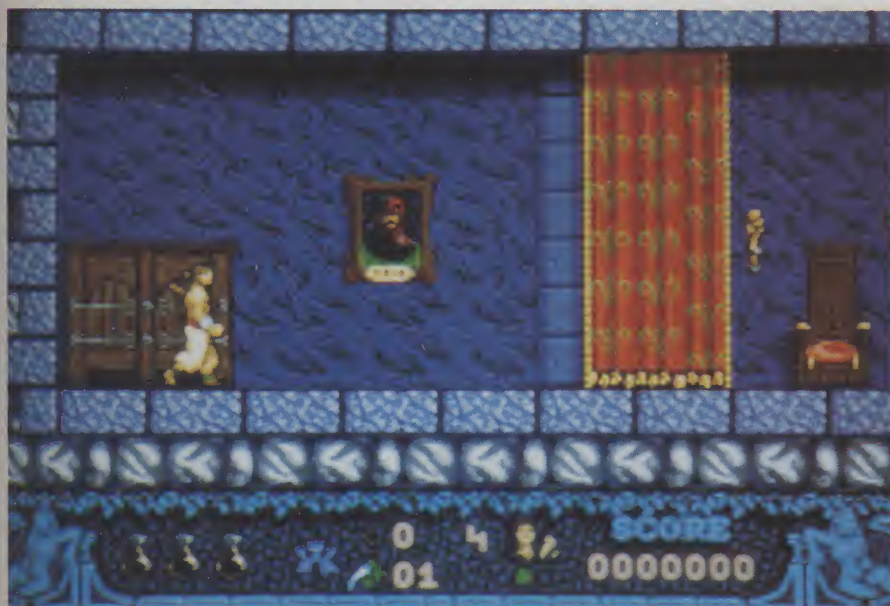
like a smart bomb killing all enemies on screen, and a magical Friend who will follow you around engaging smaller enemies while you deal with the big ones. A second player can control the friend, otherwise he's computer-controlled. Your friend comes armed with a short-range gun, but you can buy him extra weapons including exploding shots and mortar shots.

Spells can be useful too; a Wizard's curse can disorientate your friend and making him difficult to control, but blue potion will restore him. A green potion is useful to restore him to full power, while other potions can cure paralysis, de-curse weapons and increase shield strength. You can also become invisible, though this doesn't protect you from shots or hits.

Control is by joystick only, with the height of jumps controlled by the time for which the joystick is held in the up position. Leaping from level to level demands some skill and timing, but there's not much in the way of mapping demanded; the main challenge of the game is in fighting off the attacks of the monsters.

Though there isn't a single element of Deathtrap which hasn't been seen in dozens of other games, this one scores highly in all departments and can be recommended for fans of graphically sophisticated arcade adventures with the emphasis on action.

● Chris Jenkins



At the start of your mission in the castle section. This is your first and last moment's peace.



Beset by flying beasties. It may not be original but it looks mighty fine!

ROGUE TROOPER

KRISALIS presents a vision in blue genes

Nu-Earth was once a beautiful blue and green gem at the edge of the galaxy. Then war broke out between the Norts and the Southerns. As the two opposing factions clashed for the planet's domination, Nu-Earth was turned into a barren wasteland. The atmosphere, polluted by bacteria and chemicals, became a lethally poisonous fog.

The Souther scientists developed the Genetic Infantry – blue-skinned warriors capable of surviving on the planet's ravaged surface without protection suits. Each had a Bio-Chip implant-



Rogue's health is indicated by the amount of blood splattering his face (shown top right of the control panel). You've stolen a rifle so now you can shoot back and live longer

ed in his brain. Should a G.I. become fatally wounded then the Chip could be removed and implanted in a new body, thus preserving valuable training and experience.

Tragically, a Souther general-turned-traitor informed the Norts of an impending G.I. strike and nearly all were massacred. Only Rogue escaped death, and salvaged the Bio-Chips of his three buddies, Gunnar, Bagman and Helm. Rogue is captured by the Norts and his equipment taken from him. As the game begins, Rogue has just escaped from his cell...

HEADHUNTING

The game is split into four levels. In Level One the screen scrolls as you guide a side-view Rogue around the Nort prison, searching for his equipment (a gun, a backpack and a helmet,



The shop screen – Bland and Brass have unscrupulous tendencies so be wary.

homes to Gunnar, Bagman and Helm, respectively), evidence as to the traitor's identity and, ultimately, a ship to get him back to Souther lines. Until you find a weapon you've got to kick and punch your way through the enemy 'droids and troops.

Tasks have to be performed before access to certain areas of the base is permitted. A particularly gruesome example of this is the retina scan – you can't get past it unless you find a severed head in the infirmary and use it to con the detector!

Computer terminals have to be searched for pass cards and other useful items, and switches toggled to turn off electric floors and such-like. The Bio-Chips, when found, will flash on the control panel at the bottom of the screen if they can help you. For example, one part of the base is pitch black. Helm will flash. Select him with the function keys and he will switch on infra-red goggles to help you see in the dark.

In Level Two the view switches to Space Harrier-style 3D. You pilot a stolen Nort ship in pursuit of the prison commandant. Your ship is under a constant barrage of fire from Nort ships and ground bases. Give as good as you get. Rogue's Bio-Chipped chums shout out warnings

on incoming craft from time to time. Survive long enough and you'll eventually catch up with the commandant's ship – pump him full of plasma until he explodes. From the wreckage you can retrieve a device which allows you to fly into Souther territory.



Catching the Commandant. If wanted, your ship can be turned into a transparent outline so that the enemy flak is easier to spot. This Space Harrier-style section is the weakest part of the game

You then meet Bland and Brass, purveyors of ship's add-ons to the outcast. Using points earned shooting the Norts you can buy special equipment for the ship! Level Three is similar to Two, except the action takes place over Souther territory infected by 'Dreamweaver' hallucinatory gas – beware pink elephants!

Level Four and you've finally reached the Souther command base. Similar in style to Level One, you've got to get your evidence to high command – and you've arrived just as the Norts are making a major offensive on the base...

● David Upchurch

ROGUE REWARDS



In celebration of the release of *Rogue Trooper*, ACE and Krisalis Software are offering one lucky reader the chance to win some ORIGINAL *Rogue Trooper* artwork. Personally signed by the noted comic artist Dave Gibbons, famous for his work on such classics as *Watchmen* and *Give Me Liberty*, this is real collectors item stuff! In addition, the winner and ten runners-up will each receive a copy of *Rogue Trooper* for their ST or Amiga. All you have to do to win is answer this simple question: Who scripted the last series of *Rogue Trooper* to appear in 'the Galaxy's greatest comic' 2000AD?

Send your answer, along with your name, address and computer format (Amiga or ST) to: ACE on the Rogue, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The first out of the hat on the closing date of 8th January 1990 will win the artwork and a copy of the game, while the next ten will just receive the game.



Not a game that immediately grabs your attention. It takes a bit of playing to realise that the game (3D section excepted) has far more depth than first thought. Arcade adventurers who enjoy a tough challenge and a strong shoot-'em-up element should find this their sort of game.

ACE RATING
795

8 3 5 7
G I Q A F F

AMIGA

Graphics, though a little flat looking, are nicely animated. The scrolling is very smooth, and the 3D sprites grow and shrink convincingly, although they're a little small. The tunes are competently done but pretty standard issue. The tasks on Levels 1 and 4 are varied and interesting, with some neat graphical touches. Levels 2 and 3 are a little easy and overlong, but act as a suitably frenetic antidote to the exploring. Rogue fans note that the manual includes reprinted stories!

RELEASE DETAILS

ATARI ST	£24.99	OUT NOW
AMIGA	£24.99	OUT NOW

No other versions planned

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Virtual screen shots



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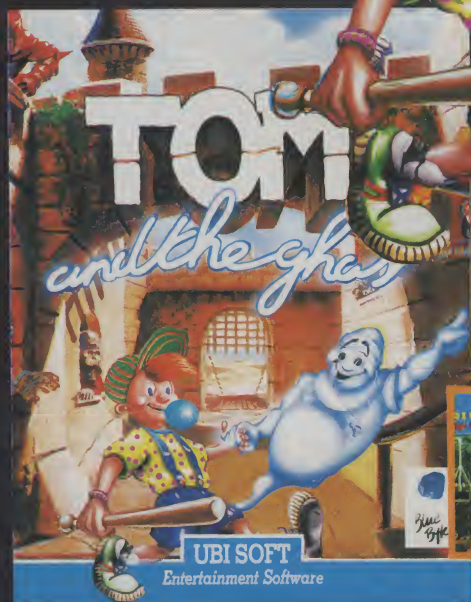
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Help little Tommy rescue his mother in this thrilling, chilling arcade/adventure game ! Only if you dare.
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TIAN YOUR

EST

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Rev your engines ! The crowd is in delirium, intoxicated by speed, anticipating Days of Thrills at the dawn of the fifth millennium...
ST - AG

Jupiter's
MASTERDRIVE

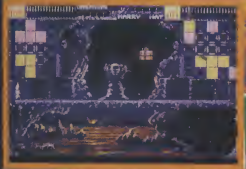


UBI SOFT
Entertainment Software

This explosive arcade/adventure is based on the cartoon of the same name. Definitely not for the prudish !
ST - AG - PC



Leave the world of mortals far behind, and enter a world where logic, a good memory, and white and black magic are your tools to attain the coveted position of BRAIN BLASTER.
ST - AG - PC



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HORROR ZOMBIES

FROM THE CRYPT

SEE! the blood

FEEL! the terror

HEAR! the screams

Evil that
knows no
bounds!

SO TERRIFYING YOU'LL WISH
YOU WERE SOMEWHERE ELSE!

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TRUE-LIFE
COLOUR



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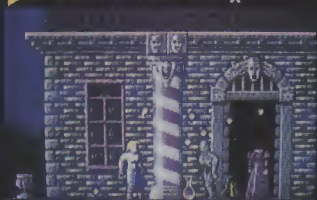
INTRODUCING

CARLTON CRINGE

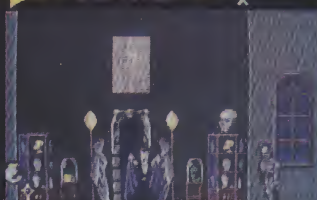
HORROR



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